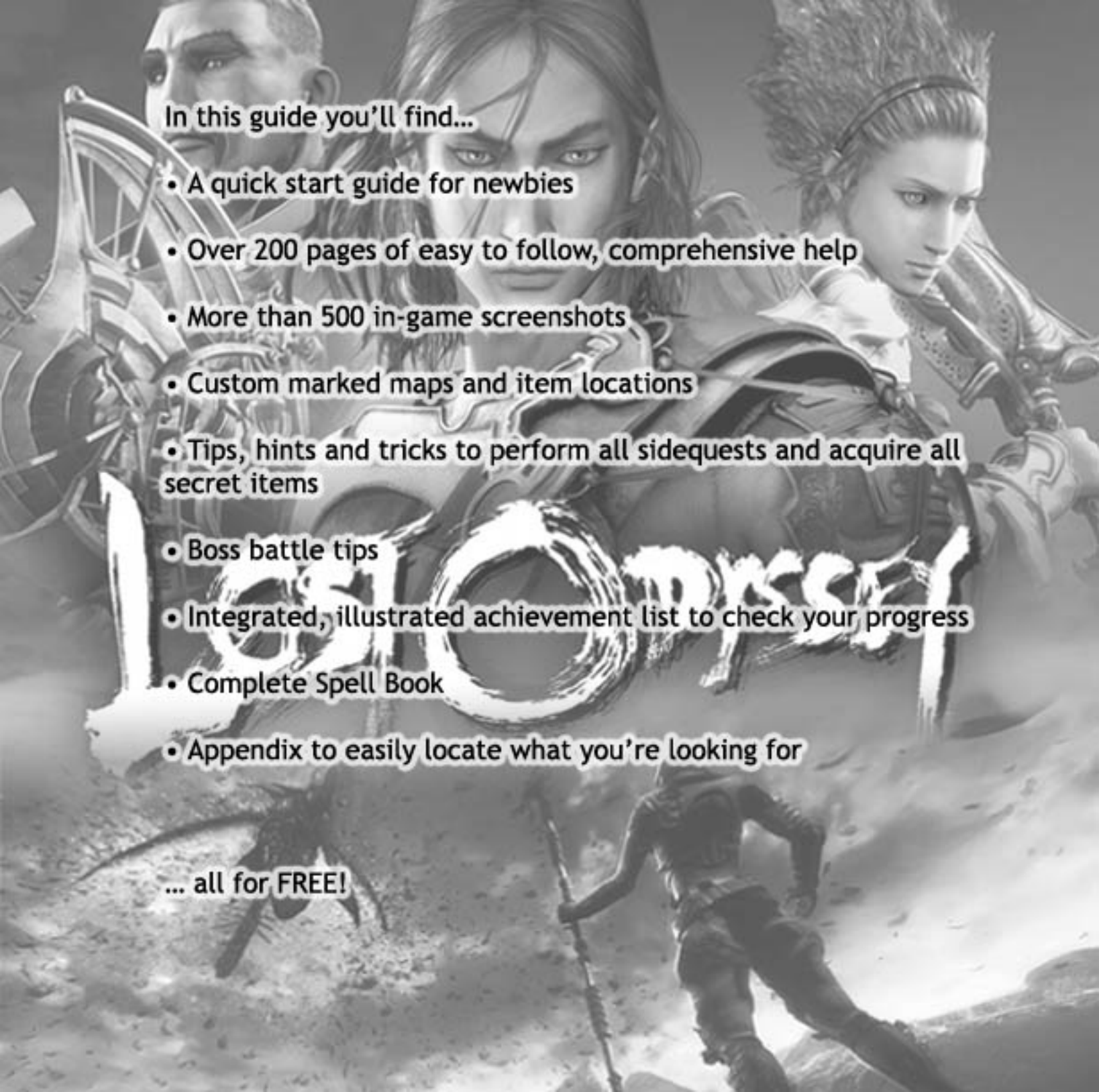




Lost Odyssey

IGN Exclusive Walkthrough by vhayste



In this guide you'll find...

- A quick start guide for newbies
- Over 200 pages of easy to follow, comprehensive help
- More than 500 in-game screenshots
- Custom marked maps and item locations
- Tips, hints and tricks to perform all sidequests and acquire all secret items
- Boss battle tips
- Integrated, illustrated achievement list to check your progress
- Complete Spell Book
- Appendix to easily locate what you're looking for

... all for FREE!



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Author's Note

To start off, this is an IGN exclusive guide - which means this guide will be featured only in IGN.com and its network. Any request to feature this guide on any other websites will be politely declined or ignored. This guide is available FREE, exclusively @ IGN.

First, I apologize for the substandard quality of the screenshots used. Before I am using Gamebridge to take still images but since it can only accept SDTV video feeds, I have used an external digital camera instead. This is the third PDF guide and the second exclusive walkthrough I have for the Xbox 360. Lost Odyssey is an immense RPG and I really took the challenge of writing this PDF guide.

Any feedback from you guys is very much appreciated. If you have corrections or suggestions tell me so; remember that I am doing this for FREE and I am investing my time and effort to make this guide as helpful as possible. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect. Since I love using screenshots to make the guide more effective, **SPOILERS MAY BE REVEALED INEVITABLY** so read with care. That's all and I hope you will find this guide useful.

Vhayste

Quickstart Guide

I know that sometimes the information on the manual is not enough or some players doesn't have access to the manuals so kindly read through this quickstart guide if you are a first time player of the game.

Controls



SHIP CONTROLS

L Move	BACK Switch between navigation map and full map Hold: Turn map display on/off
R Move Camera Click: Use world map (see p. 39)	A A-Button Action Land Store Nautilus in White Boa
START Pause	B Submerge / Surface Launch Nautilus from White Boa
LB Center camera	X Jump
RB Switch between world map and vehicle interior	Y Open / Close Main menu
RT Switch between navigation map and full map	

Field Map and Navigation



The Navigation Map

Map of the surrounding area.
Press **BACK** to adjust its scale.

There will be a field map located in the upper right hand corner of the screen. This useful map only displays the surrounding area. Save points are marked as orange dots, inns are colored blue while item shops or merchants are colored purple. The blue line at the end of the path marks the entrance/exit of the area. Later on after getting the Magic Powered Locator, hidden treasures will appear as a blinking crosshair in the map.

Lost Odyssey

Action Button



A lot of items are hidden behind trees, urns, and closets or simply sparkling on the ground waiting to be picked up. Also, there are things that should be inspected or that will require action for a certain event to trigger. That is where the A button comes in. When standing near a location or an object, an action command will appear in the bottom right corner of your screen. Pressing the A button will activate the command and your character will interact with the object. This is also needed to activate switches, climb up and down the ladders and removing obstacles. Make sure to inspect your surroundings so that you won't miss anything!

Saving/Recovering HP and MP

Across the world, there are save points scattered so that you can save your progress. There are also some save points that has *Recovery Orbs*. These recovery orbs instantly refresh your entire party's HP and MP to full. If enemies are present, this is also a great place to level grind until you master a desired skill or attain a certain level.

Another trick is to save your game, and reload your game again. Your party's HP and MP will be recovered to full after reloading your game. Exiting to the world map and entering the area again also does the same trick.



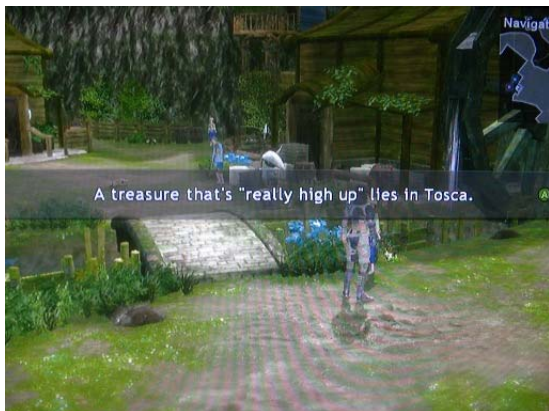
Inns and Shops



There are inns in the city where you can rest to refresh your entire party, though you won't be using this feature that often. Inn markers (blue dots) are also applied to beds where you can lay down and rest for free. "Shop" is a collective term for establishments and peddling merchants where you buy healing items, weapons, accessories and components. They are commonly found in cities and towns. Make sure you always have a good supply of recovery items and upgraded weapons by checking out their inventory every time you meet one.

Treasure Hunting

Later in the game you will acquire a Magic Powered Locator that you can use to find all the 24 hidden treasures around the Lost Odyssey world. First, you should get a hint or clue about a treasure's whereabouts by talking to NPCs. Once you acquired the hint, you can review it from your menu screen. Also, a nearby treasure will appear as a blinking crosshair in your map, making it easier for you to spot it.



Menu Screen

I will just provide here a brief overview about the menu screen.

STATUS - Displays the selected character's status, equipped weapons and the learning progress from equipped accessories and linked skills (immortals only)

ITEM - Displays all items in various categories.

- *Weapon* - Displays all acquired, unequipped weapons
- *Rings* - Displays all acquired, unequipped Rings
- *Accessories* - Displays all acquired, unequipped
- *Components* - Shows all components or raw materials for ring assembly
- *Valuables* - These are key items for certain events
- *Treasures* - This is where you can review the hints of unlocked hunts and the ones you completed.

HEAL - You can restore your party member's HP here using either a white magic spell or recovery item.

SKILL - Here you can set the skills and change the linked skills for immortal characters. This will be discussed in detail in the next section.

SPELL BOOK - You can review all your acquired spells and spell combinations (Composite Magic) here.

FORMATION - You can arrange your 5-member fighting team here. Remember that you should always keep your spellcasters at the back while your attackers are positioned up front. This is where Guard Condition matters (to be explained in the later sections below)

RING ASSEMBLY - Here you can assemble rings by meeting the required number of *components*. You can also upgrade basic rings here to create better, stronger versions.

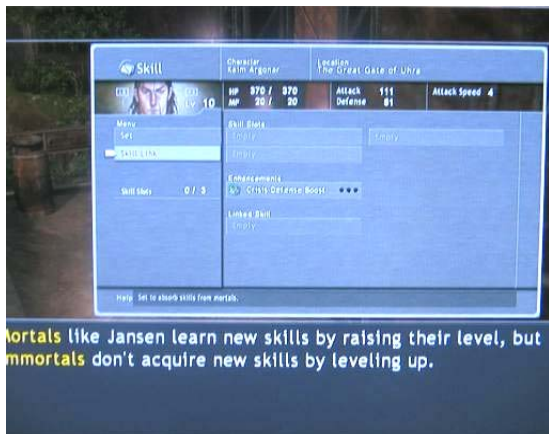
DREAMS - You can view all the unlocked dreams here. To view those dreams, you'll need to sleep first.

SYSTEM - Contains the options to save, quit the game and change system settings.

Skills

Mortals and Immortals have different ways of acquiring skills. Mortals (Jansen, Mack, Cooke, Tolten and Sed) learn their skills upon reaching a specific level. Immortals (Kaim, Seth, Ming and Sarah) learn skills by *linking* with mortals and equipping accessories.

To link skills, choose an immortal and select the option to link skill. The list of mortal members will appear and the number of skills the immortal character has learned from him/her. Choose a mortal and select a skill you want to learn. The required number of SP will be displayed. After meeting the SP quota, the immortal has “mastered” the skill; that means he/she can use it and can start linking another skill. The same thing applies when learning skills from accessories. After mastering the skill, the immortal would just need to replace the accessory with a different one with a skill he/she haven’t learned yet. SP is acquired after successful battles.



Note also that immortals need to SET their skills to use them. Unlike Mortals where learned skills are immediately activated, immortals need to select their preferred skills and “equip” them. Not only that, immortals have limited skill slots -which means they have limited yet more versatile skill set. Items called **Seed Slot** are used to increase the number of skill slots available for immortals. Immortals can also cast spells by equipping the necessary spell Levels (e.g. White Magic LV2, Black Magic LV3 and so on) instead of learning individual spells.

Spell Book



Spells can be learned through character growth, found as items, bought from shops and acquired as rewards from sidequests. Each spell has its casting time, MP cost and which party members can cast it. Spell casting time is defined by a number and letter combination. For example, a spell that has a speed 1-A is a bit faster than 1-C. Or a spell with speed 2-E is faster than 3-A. The number defines the turn where the spell is cast (in 2-E's case, it will be cast during the second turn versus 3-A's third turn activation) the letter indicates when the spell cast occurs in the battle turn order. (In the first example, 1-A and 1-C will be cast in the same turn but 1-A will be used first.)

There are different types of magic spells:

White Magic - These are usually composed of recovery, healing and support spells

Black Magic - Primarily focused on offensive spells

Spirit Magic - Focused on support spells, "buffs" and some offensive spells

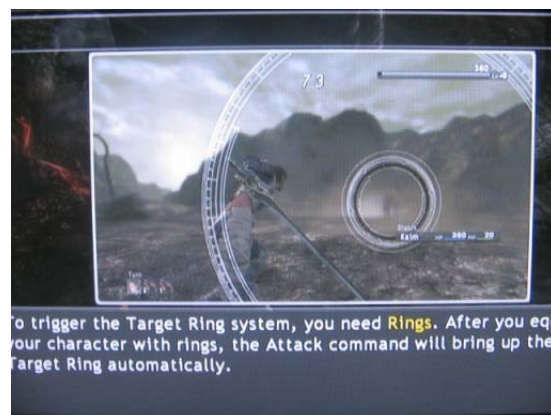
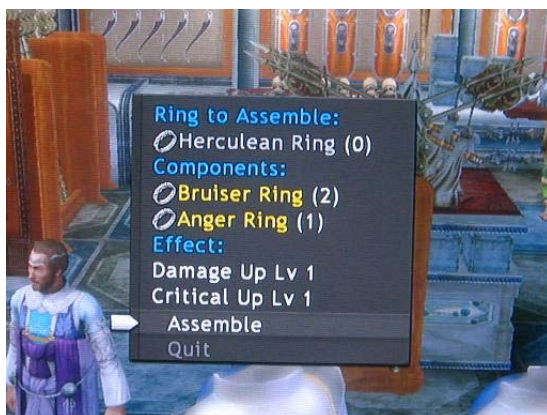
Composite Magic - These are new spells formed by combining any two spell types. Composite Magic spells will be unlocked automatically when the required combination has been acquired by the party.

Ring Assembly and Aim Ring (Battle) System

Characters can only equip a weapon, a ring and an accessory. Rings have different effects and enhancements. Equipped characters can also use the Aim Ring system in battle. Rings are not sold, found in chests or acquired as spoils of battle. They are strictly assembled or created. There are no other things needed but acquiring the required amount of **components**. Components however, can be found, bought and acquired just like ordinary items.



Later in the game, you will meet a **Ringmaker**. This guy can assemble more powerful rings with multiple effects. The only difference is that he requires Rings as raw materials to forge new ones. As long as you have the required rings in your inventory, he can assemble the new ring for you, free of charge. By default, he will be able to forge LV1 rings. But as soon as you acquire or assemble a higher level ring, more assembly options will be available to him to upgrade higher level rings.



The Aim Ring system is activated when an equipped character attacks. Players will need to press and release the right trigger as the large ring zeroes in to the target ring. Depending on the timing, it could be Bad, Good or Perfect. Releasing the trigger at the exact time will maximize the ring's effect.

Getting a good rating will also activate the effect but not that considerably. Missing the timing will negate the effect of the ring but not the weapon damage.

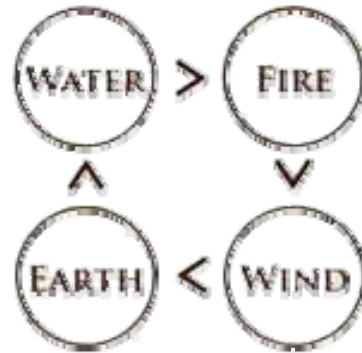
COMBAT BASICS

Elemental Affinities

Battles in LO are random but not in the frequency that it will annoy you to frustration. The characters' battle menus have two pages. The first one contains the command to Attack, use Skills, cast Spells, use Items and Defend. The second one has options to Flee, Formation and Equip. Yes, you can change equipment in the middle of the battle, so make good use of that great feature.

There are four elements in the game. Fire, Water, Earth and Wind. These elemental affinities are found in spells and enemies, which defines their strengths and weaknesses.

For example, a fire-type enemy receives additional damage from water spells, lesser damage from wind spells and normal damage from earth spells. The same applies for enhancement rings. If a character is equipped with a water elemental ring, his/her ordinary attack can deal more damage.



The Wall System - Guard Condition

The characters on the front row acts like a defensive wall. This is called Guard Condition. The GC gauge located in the upper right corner of the battle screen indicates the overall defensive strength of the front row characters. The higher the gauge, the lesser damage the back row characters receives when attacked directly. This is a necessity since back row characters are usually magicians which have low HP and defense. The GC gauge is actually the total HP of all front row characters; so whenever the front row characters get damaged, the same amount of damage is also deducted from the GC gauge. Ordinary healing doesn't replenish the GC gauge though some spells and skills do. Remember to enter battles with full HP or with as much HP as possible.

Enemies also have their own walls so make sure to avoid attacking the enemies at the back without eliminating the front row enemies first.




















Reviving Fallen Characters

When a party member's HP falls to zero, he/she will be knocked out or faints. Remember to revive those using items like Angel's Plume or other revival skills. For immortal characters however, they recover on their own after a few turns. When all your characters faint or get petrified, it will be game over. Fortunately, this game sets a checkpoint right before a battle so if ever that happens, you can continue from the point where you last had an encounter or if that happened during a boss fight, you'll start in the area before triggering the event for the battle.

Status Ailments

A character inflicted by a status ailment will have an icon beside their name. You can use specific items or recovery spells to remove them. Some effects wear off after a few turns. Fortunately, all status ailments are removed after every battle. Below is the list of all status ailments.

	Sleep	Prevents all actions (wears off)
	Poison	Damages at the end of every turn
	Toxin	Damages at the end of every turn
	Paralysis	Occasionally cancels an action (wears off)
	Seal	Prevents spell casting
	Kelolon	Reduces attack damage and HP recovery to 1 Increases critical hit damage
	Virus	Damages at the end of every turn (wears off)
	Blind	Reduces Accuracy and Evade
	Dizzy	Attack actions target a random enemy Support actions target a random ally
	Terror	Occasionally cancels a physical attack
	Frostbite	Delays turn order Changes to Freeze status when hit by a freezing attack
	Freeze	Prevents all actions (wears off)
	Signs of Petrification	Changes to Petrify status at the end of 3 turns If hit by the spell Stone, immediately changes to Petrify status
	Petrify	Prevents all actions
	Curse	Inflicts one random status ailment
	Darkness	Inflicts a random status ailment every turn (wears off)
	Formation Paralysis	Prevents formation change

There you have it. This ends the quick start guide. Don't worry further tips and additional pointers will be provided along in the walkthrough. Also, remember to download the free DLC to obtain a **MASTER'S SECRET SCRIPT**. This invaluable accessory will let your immortal characters learn the defensive skill, **Weapon Guard 2** which very indispensable. Good luck and enjoy the game!

DISC 1

HIGHLANDS OF WOHL

Upon starting a new game, you will be thrown in the middle of a battle. Just watch the awesome cutscenes. After you gain control of the hero, Kaim, you will be thrown to your first battle.



You will just have the basic attack commands here which are pretty much self explanatory. After fighting off some Khent soldiers, you will face the first boss in the game.

TARGET: **HEAVY TANK RIGHT UNIT**
 HEAVY TANK LEFT UNIT



In this battle, you will have two targets available. When attacking either unit, a message will be displayed that after attacking a unit, the damaged one's defense system will be activated while the other will be opposite. That should give you a hint already to alternate your attacks between the left and right units.

The enemy damage is bearable for your level. Just heal as you need. Remember to guard when the tank raises its blade up. After removing the two units, another target will be available for you.

TARGET: **TANK'S MAGIC ENGINE**

Attack the engine and watch more of the following scenes.



Highlands of Wohl / Hypocenter

You will be in control of Kaim again. Save at the savepoint, then walk north a bit. You will face resurrected enemies. Defeat them and continue forth. These enemies will be your common encounters here.



Examine the tank debris (the one with the blue aura) to get a **Bruiser Ring**. *Target Ring system* tutorial will be available as well. View it to learn more about it. Go to the rightmost side of the screen to find another tank remains. Ram it to obtain a **Healing Medicine**. Continue north, past the toppled pillar.



Examine the first debris you find. Obtain an **Angel's Plume**. Find another debris and ram it to get **Mana Herb**. Now go to the left part of the screen just before the exiting to the next area. Find a glowing item on the ground. Pick it up to obtain a **Name Plate**. Head to the next area.

LOST ODYSSEY

Highlands of Wohl / Edge of Wasteland

Just follow this straight forward path. Just run/step over the crate beside the red wheel to obtain a **Healing Medicine**. Walk north a bit then break the crate to get a **Mana Herb**. Continue to the next area.



Highlands of Wohl / Gorge

Save at the save point, then walk over the first crate to the right to get a **Healing Medicine**. Walk ahead to find some soldiers and a short conversation will take place.



After the conversation, open the chest to the left to obtain (x4) **Whetstones**. You can also view the tutorial about *Ring Assembly*. Open the chest to the right to obtain an **Angel's Plume**.

Now backtrack south a bit, destroy the crates to obtain a **Healing Medicine** and a **Mana Herb** respectively. Walk back to the camp and ride the armored transports to proceed.

ARMORED VEHICLE

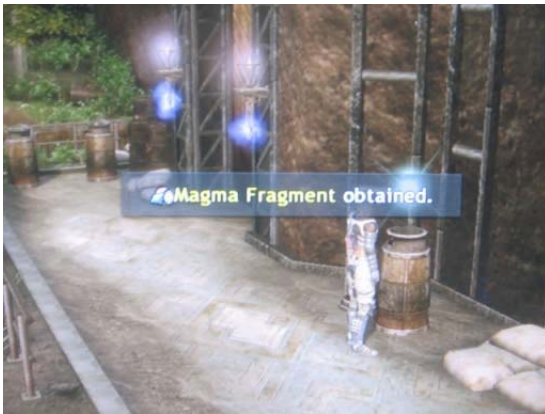
Uhra Troops / Armored Vehicle

There is nothing much to do here so just talk to everybody then talk to the girl sitting to the left side of the vehicle. A scene will take place.



MAGIC REPUBLIC OF UHRA

After the scenes, don't enter the next area yet. Kick all the trash cans here to obtain **Mana Fragment**, **Mana Herb**, **Whetstone** and a 10G. Walk south a bit then climb up the guard tower. Kick the lone trashcan on the platform to obtain your first **Seed**. Now climb down and enter the facility.



The Great Gate / Inside the Tower

Take the lift to reach the upper part of the tower. Continue north to reach the next area.

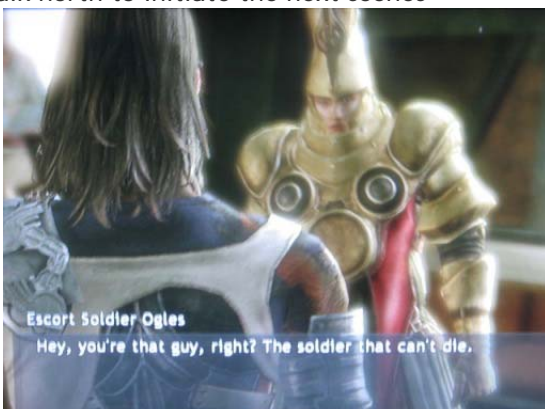
Monorail / The Great Gate Station

Examine the posters beside the railings to get an **Antidote** and 100G. Across it, get 10G. Obtain **Healing Medicine** to the left of the two talking soldiers. Behind them is another **Seed** (02). Head west to board the Monorail.



Inside the Monorail Car

Walk north to initiate the next scenes



Monorail / The Central Station

Once you have control again, examine the glowing item between the benches to obtain an **Engraved Ring**. Go north, then examine the trash can to get a **Cold Water Stone**. Take the elevator down.



Save at the savepoint. Head left first. Examine the trash can beside the kiosk/counter to get a **Healing Medicine**. Talk to the guy over the counter and hand over the **Engraved Ring** you found to obtain a **One-All** as a reward. Examine the poster to the right to get a **Mana Herb**. Exit to the west.

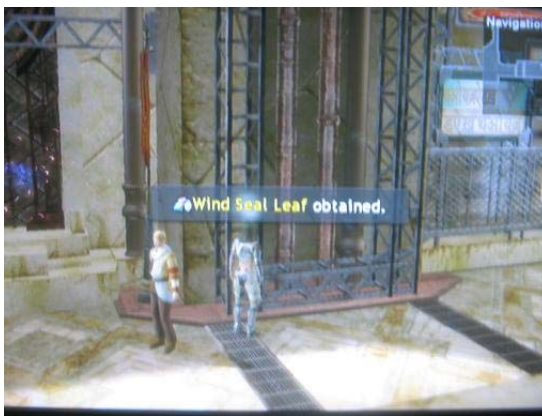


The Central Station Square

Find a girl sitting in the bench in the middle. Kick the metal container to her left to get a **Seed** (03). Go to the NE corner (check the map) then kick the similar container to yield a (x2) **Whetstones**.



Head east a bit, then kick the next container, near the merchant stall to receive an **Angel's Plume**. Continue further east, examine the poster near the car. Obtain another **Seed** (04). Head further east to find a lone poster near an NPC. Examine it to get a **Wind Seal Leaf**. Continue east to the next area.

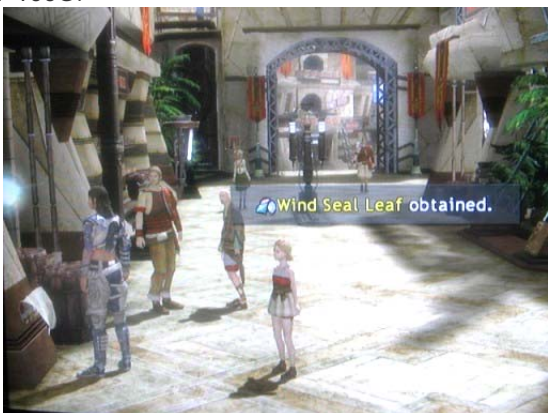


City of Uhra

Just watch the following scenes. After that, you will find yourself in the Mainstreet.

Uhra / Main Street

Walk west. Examine the poster to the left (in front of the girl) to get a **Wind Seal Leaf**. Move north a bit to find another one of those metal containers. Kick it to get a **Magma Fragment**, then another one for 100G.



Examine the poster by the pendulum to get **Seed** (05). Go downstairs a bit, then examine the poster to the right wall to get a **Healing Medicine**. Examine one of the posters across it to get an **Antidote**.



Head north a bit, then enter the alley to the left. Examine the yellow urn in the right corner to get (x2) **Whetstones**. Check the poster to the right before you go out to head out to obtain a measly 10G. Exit the alley, then walk north a bit. Enter the first building to the left.

Lost Odyssey

Virno's Tavern

Go to the right and find a yellow urn. Examine it to obtain 100G. Now go to the left and proceed upstairs. Examine both urns beside the customer tables to obtain an **Aqua Bomb** and **Seed** (06). Exit the tavern back to the Main Street.



Uhra / Main Street

Follow the street until you find a metal container to the left. Kick it to get a **Mana Herb**. Do the same thing to another container to the north a bit. Obtain another **Seed** (07).



Ignore the Armory for the meantime (purple dot on the map) and proceed to the Inn instead (blue dot). Enter it and a short scene will take place.

Tolsan's Inn

Save at the savepoint there. Examine the urn under the stairs to get an **Antidote**. Go upstairs and get another **Seed** (08) from the urn along the way.



Referring to the map, enter the NW room. The glowing orb in the bookshelf is just a guestbook so read it if you want. Open the closet to obtain 100G. Exit then enter the NE room this time. Get an **Angel's Plume** from the closet and a **Holy Knight Charm** from the chest. Save again if you want then exit the inn.



Uhra / Main Street

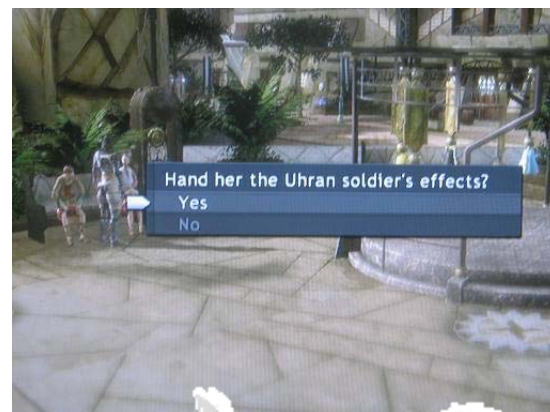
Once you're back in the Main Street, exit north to the next area of the city.

Uhra / Residential Area

Examine the first poster to your immediate right to get 100G. Go north a bit then examine the poster near the stairs to a **Seed** (09). Then examine the lone poster ahead of it to get a **Magma Fragment**.



Go to the playground and kick the trashcan near the pendulum and steps. Obtain a (x3) **Whetstones** there. Talk to the lady sitting beside the old man on the bench (Sad Martha) and hand over the **Name Plate** you have found earlier. You shall receive (x2) **Poison Oil(s)** as a reward.



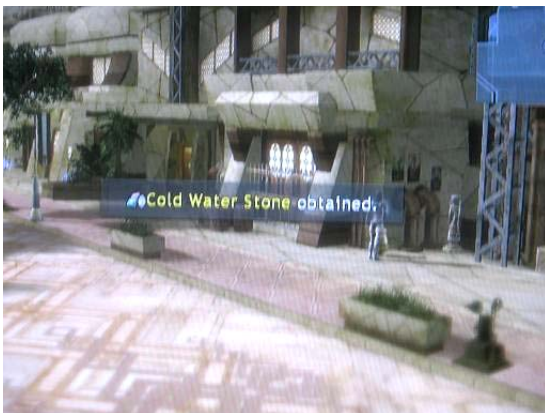
Now based from the map, go the SE corner of the playground, just upper right from the sad lady. Find one of those metallic containers there. Kick it to obtain a **Healing Medicine**. Head north of the playground, then examine the yellow urn beside the car. You'll get a **Wind Bomb** from it.



To its left is another obvious yellow urn. Examine it to get another **Seed** (10). To the lower left is a metal container that contains yet another **Seed** (11).



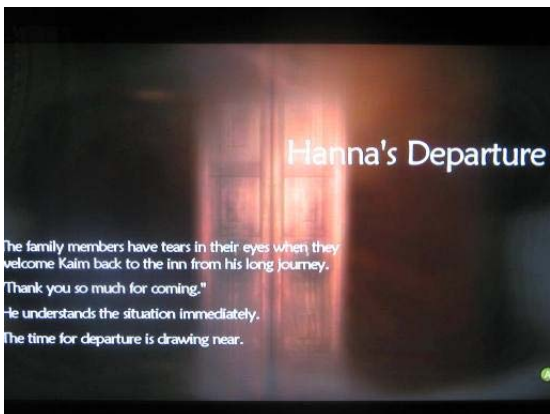
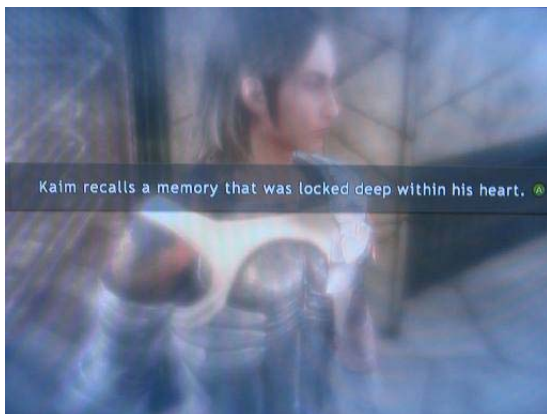
Find another yellow urn to the upper left of the screen .Get a **Cold Water Stone** from it. Kick the trashcan in the middle of the barrels to obtain the last **Seed** (12) in this side of town.



The road to the left leads to Gongora's Mansion. You don't have business there yet so don't go there for the meantime. Instead, return to the inn to continue forth with the mission.

Tolsa's Inn

Approach the innkeeper to rest. Watch the following scenes unfold. Kaim's first out of 32 dreams will be revealed. You can watch "*Hanna's Departure*" (#1) immediately or just cancel it. You can view dreams when sleeping at Inns and from the main game menu.



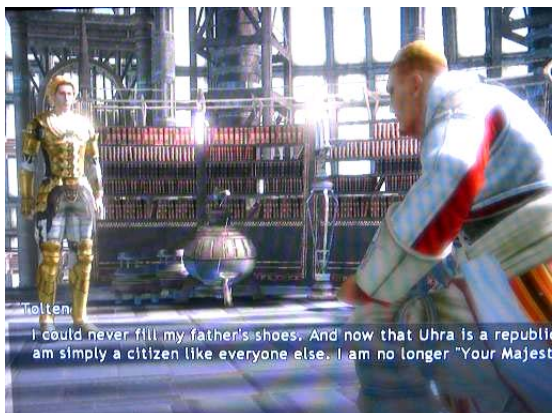
If you opted to view it, you will unlock your very first achievement in the game. A tutorial will also be available as well. Read it if you want. Go downstairs and proceed to the inn keeper. After a short conversation, exit the inn.

Uhra / Main Street

Walk south a bit for a scene. You will meet Jansen. After learning his motive, return to the Residential Area and take the road to Gongora's Mansion.

Gongora's Mansion / Garden

There is a savepoint here so make use of it if you want. Attempt to open the door and some scenes will take place. After the scenes, you will be allowed to get inside.



Gongora's Mansion / Hallway

You can either go left or right. Both inward doors lead to the Magic Research Lab. The outward door in the left corridor leads to small worthless monument so don't waste time checking it out.

Gongora's Mansion / Magic Research Lab

There should be two trashcans here. The one on the NE corner contains a **Seed** (13). To the SW, it contains (x2) **Quality Sands**.



After taking those two items, enter the northern door to reach a small storage room.

Gongora's Mansion / Hallway

Grab the **Flare Bomb**, **Berserker Necklace** and **Hawk Eye** from the chests respectively. Now go north of the two chests until an action command is displayed on the lower left of your screen. Pull the crate towards your direction to clear a path. Find a hidden chest. Open it to obtain (x3) **Magma Fragments**. Exit the room.

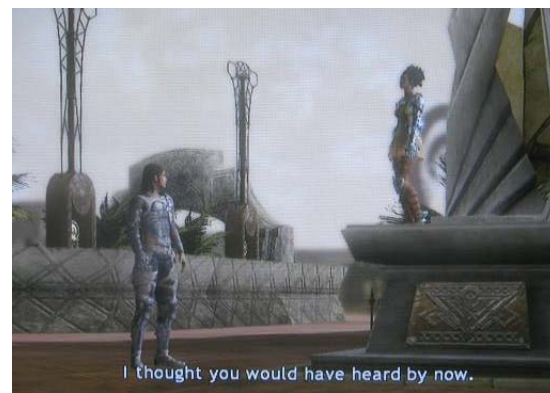


Gongora's Mansion / Magic Research Lab

Take the lift to the leftmost part of the room to reach Gongora's Office/Room. Watch the following scenes that'll take place. After receiving your first mission, exit the estate and make your way back to the Residential Area.

Uhra / Residential Area

On your way, you will meet Seth. As mentioned by Gongora earlier, she'll be a part of your investigation team. After the scenes, head back to the inn.



Tolsa's Inn

Approach the innkeeper for a short conversation. Now make your way to the Central station and take the taxi directly to the Great Gate.



The Great Gate of Uhra

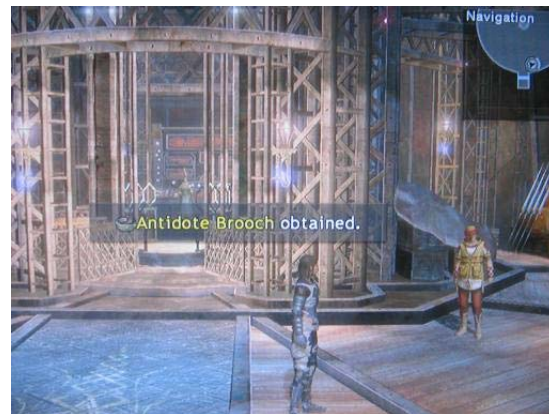
After an entertaining scene with Jansen, you will have Seth and Jansen in your party. You will also receive a tutorial on how to link skills. Read this tutorial since it will play a great part for your entire gameplay.



You are actually ready to set off at this point. But before you do that, let's take care of some extra stuff and sidequests. Enter the tower.

The Great Gate - Inside the Tower

You will find a guy beside the elevator named Colen. He is looking for a soldier's helm. After learning some clues, take the elevator up then down. Now, after getting off the elevator, guide Kaim to the right. "Ram" should be the action command available. Do so and the helm will fall down. Pick it up and Colen will approach you and will reward you with an **Antidote Brooch**.



Now head back and talk to the soldier manning the lift controls. He will ask for your assistance in bringing down the lifts to each platform. Select the lifts in the following order: **C-A-B-A-A**. Now take the lifts up to each platform until you reach your reward at the top. Obtain a **Platinum Gauntlet** from the chest. Now take the elevator up and take the monorail to reach the Central Station.





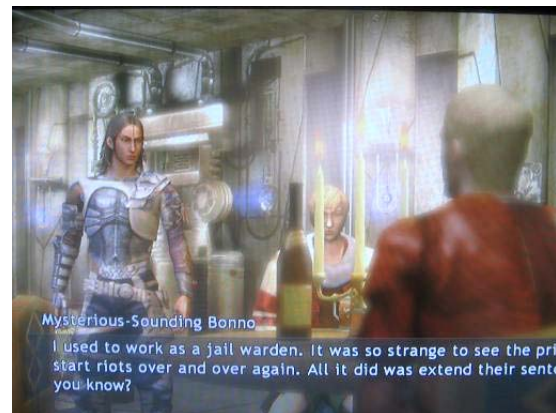
Monorail - The Central Station

Approach the girl and her father sitting on the bench. The dream "*Little Liar*" (#6) will be unlocked.

You can also view it immediately or later if you want. Make your way to the Main Street, then enter Virno's Tavern.

Virno's Tavern

Approach the soldier in the counter. You will automatically unlock another dream; "*A Hero's Return*" (#2) Go upstairs and talk to standing man overlooking the balcony. Unlock another dream "*Samii The Storyteller*" (#32). Exit the tavern and enter again.



Go upstairs and talk to the man sitting on the table. Another dream "*In the Mind of a Captive*" (#4) will be unlocked. Go back down, exit the inn and enter it again to find a man sitting on the counter again. Approach him and his son to trigger another event that will unlock the dream "*A Mother Comes Home*" (#5) Now exit the tavern for good then make your way to the Residential Area's playground.



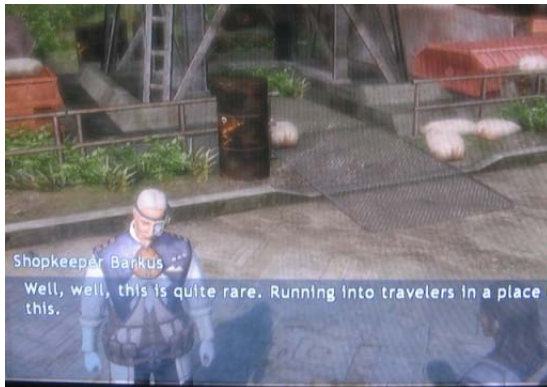
Uhra / Residential Area

Approach the family sitting on the bench nearby to trigger yet another dream "*White Flowers*" (#3) Make your way back to the Great Gate. You can take the magic taxi just like the last time to reach it faster.

Before you head out, make sure you link skills with Jansen. The good thing about this is that both Kaim and Seth can link with Jansen at the same time.

The Great Gate of Uhra

Head south to exit the area. On your way, Barkus, the owner of the shop in Mainstreet arrives via car. Check out his goods. Stock up with additional recovery items. You can also get the **Thief Bracelet** to learn the skill "Steal". Exit the area. You will taken to the world map. Select the Ipsilon Mountains as your destination.



IPSILON MOUNTAINS

Ipsilon Mountain / Valley Road

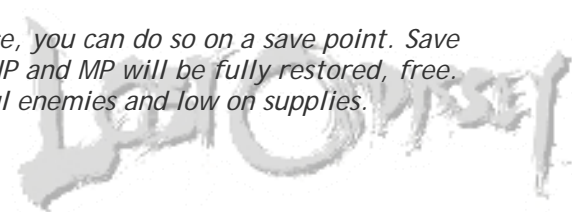
After the short conversation, save your game. Walk south a bit then ram the lone tree to obtain 100G. Continue north for your first battle as a team. Jansen will also tell teach you about battle formations and a refresher regarding Guard Condition.



After the battle, view the Spell tutorial. Once you have control, ram the tree nearby to get **Seed** (14).

Try walking around a bit first to engage your second battle. After this battle, everybody will level up. Jansen will learn two more spells (LV2 Black Magic - Sleep & Prism). If you have linked skills, Kaim and Seth should learn them by now. You will also unlock the achievement for successfully learning a linked skill for the first time. Save first then continue north.

TIP: If you want to recover your party's HP and MP easily at once, you can do so on a save point. Save there, quit the game then load your game again. Your party's HP and MP will be fully restored, free. This is quite useful if you ever get stuck in a stage with powerful enemies and low on supplies.



Take note of the elemental affinities of spells and enemies. This is where the basic strength-weakness elements come into play. Knowing this simple pattern will help most battles a lot easier.

Water strong against **Fire**
Earth strong against **Water**
Wind strong against **Earth**
Fire strong against **Wind**

It wouldn't be easy to remember that at first so you can write it down in a small paper so that refer to it during battles.

As the path turns west, you should see a small dead-end leading north. Take it and find two urns. Grab **Mana Herb** and **LV1 Black Magic: Ground**. Get back to the main path, then on the open area, ram the lone tree to the north to get (x2) **Wind Seal Leaf**.



Go right to find a hidden path. Examine one of the trees along the way and ram it to get a **Magma Fragment**. Continue following the path until you reach the large open area. Head south a bit, then left to find a small path leading to a cave. Open the chest to get the **Knight's Code** accessory and the urn for 2 **Antidotes**.



Go back to the large area then head south along the main path. You should find two more urns containing a **Flare Bomb** and **Slot Seed**. The Slot Seed allows one immortal to have an additional skill slot. I used it immediately on Kaim of course. Walk further southeast, then ram the very first tree that will come in sight. Obtain a **Seed** (15).



Head back to the open area, then search the trees to the left until you find a tree that can be rammed. Do so to obtain a **Healing Medicine**. Exit to the next area.

Ipsilon Mountain / Near Mountain Hut

Ram the first tree near the cliff to obtain (x2) **Magma Fragments**. Go right this time and ram another tree along the way to obtain get another **Seed** (16)



Go further right and probe the two urns to get **Flare Bomb** and **LV1 White Magic: Barricade**. Ram the tree in the lower right corner to get (x2) **Wind Seal Leaf**.



Walk northwest a bit then to find another tree. Ram it to get (x2) **Whetstones**. Proceed further left to find another tree near the cliff. Ram it to get a **Seed** (17)

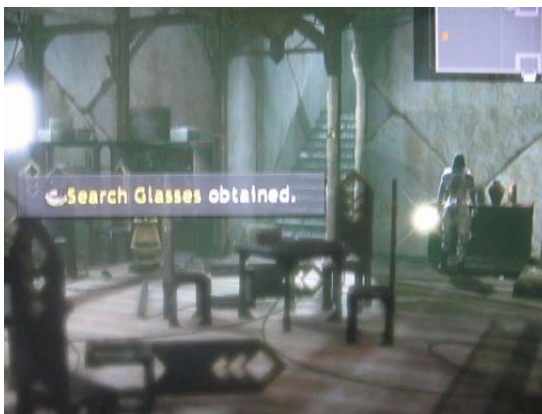


Walk further north towards the hut. After the short conversation, enter the hut.

Lost Odyssey

Ipsilon Mountain / Mountain Hut

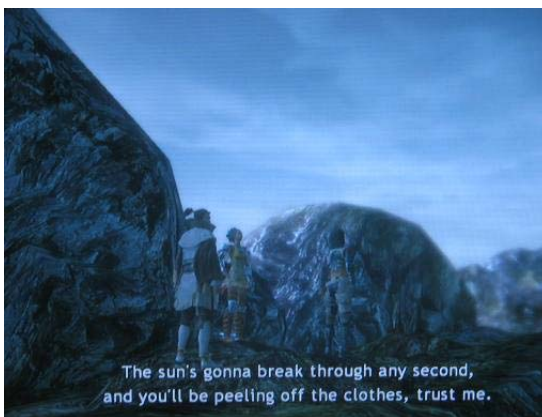
There is a save point here that you can use. Examine the urns here to get **Power Drink**, **Seed** (18) and **Antidote**. Now examine the cabinet to turn on the lamp. A glowing object will appear in the drawer. Examine it to obtain **Search Glasses**.



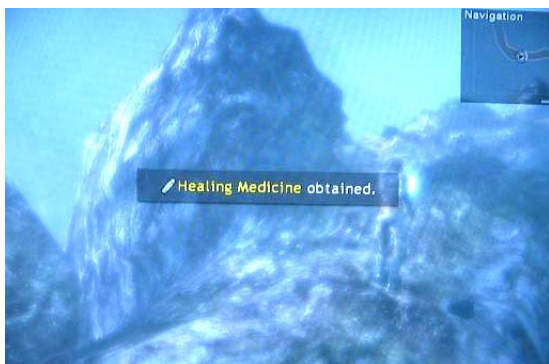
Go upstairs and go to the lower right corner of the screen. Light the lamp and another glowing object will appear beneath the bed. Pick it up to obtain **LV1 White Magic: Shield**. Talk to Jansen and decide to sleep to continue with the story. Exit the hut after the scene.

Ipsilon Mountains / Northern Ridge

Walk over the pile of rocks to the upper right to get a **Mana Herb**. Continue north a short party conversation will follow. More scenes will follow. Walk ahead and another dream will be revealed automatically. ("The Upstreamers" (#7)).



The torrential rain will force Kaim to walk slowly so bear with it. As you continue east, you should find two more pile of stones. Walk over them to obtain a **Healing Medicine** and an **Angel's Plume**.



Continue following the path to reach the next area.

Ipsilon Mountains / Peak

Before continuing, make sure you prepare for a boss fight. Don't be fooled by the sight of the save point ahead; as absurd as it may seem, the game prioritizes a boss fight first before allowing players to save. Make sure you are at least LV15 to be safe and you have learned all or most skills at this point. You can assemble two Flame Rings for both Kaim and Seth. The skills that will matter here will be Anti-Poison, Stand Ready and Guard Heal. If you have learned all of them, equip enhancements or accessories that will provide your characters with additional skills.

When ready, continue along the path to trigger a short event and a boss fight.

TARGET:	GRILGAN
ELEMENT:	WIND

ITEM(S): SLOT SEED
SP/GOLD: 10/750G



For this battle, stay on the offensive. Its attacks are really damaging and you will really need to get rid of it as quickly as possible; a prolonged battle will put you into disadvantage.

With Flame Rings equipped, attack using Seth and Kaim. Try to get Perfect releases as much as possible since it further enhances the weapon and elemental damage. Have Jansen cast Flare. At LV15, it can deal 200+ damage to the boss. With Guard Heal and Stand Ready, it is possible to just guard the whole battle and safely pummel the boss with Flare. The Anti-Poison skill will be very handy here to avoid wasting turns and HP for getting rid of poison. The boss also has a powerful all-party attack (*Down Burst*) that deals tremendous damage to the whole team. If this is the case, it will be wise to just guard, heal and pray it doesn't use it again soon.

The target's HP is around 1600-1700 so if your attackers can deal 100+ damage per normal hit, then you can defeat this guy without any trouble.

After you gain control, save at the save point and head to the next area.

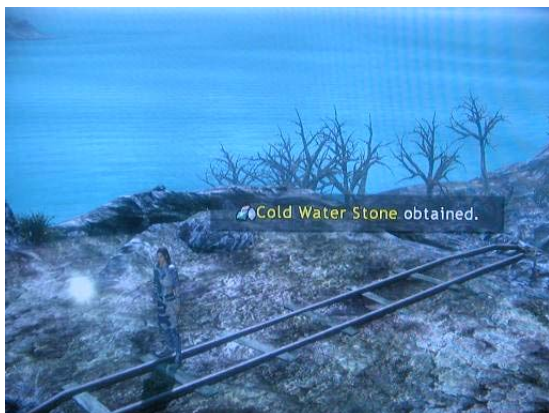


Ipsilon Mountains / Southern Slope

Follow the path around the broken footbridge. Jump to the ledges then around to the other side. Before heading left to the next screen, go uphill to the right and find a pile of obvious looking boulders. Ram it to reveal a chest containing a **Novice Earring** accessory. Backtrack to the main path and head to the next screen.

Ipsilon Mountains / Cart Track

Walk north a bit then grab the cart. Push it to open a path for you. Ram the other cart near the hole to get a **Cold Water Stone**. Follow the tracks around and then ram another cart to obtain a **Seed** (19). Head to the next area.



Ipsilon Mountains / Mining Site

Continue forth, then take the ladder down. Ram to the boulders to the left and enter the tunnel to reach the other end. Get the **Slot Seed** from the chest. Backtrack to the main path then keep heading right this time. Take the ladder down. Head left then take another ladder up. Jump to the other ledge to reach the chest containing **LV1 Black Magic: Aqua**.



Backtrack to the main path. Keep heading left. Push the cart over the hole to get past it. Continue along the path to exit this region.

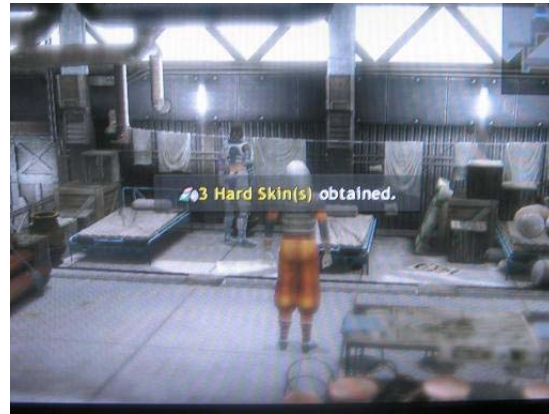
You'll be back in the world map. Choose your obvious next destination.

GRAND STAFF CONSTRUCTION BASE

After you gain control, head to the left. Save first if you want, then enter the first room to the left.

Engineer's Resting Room

Examine the two urns to obtain **LV2 Black Magic: - Poison** and **(x3) Hard Skins**. Exit after getting them.



Construction Base

Go up north, then left to find ladder going down. There are a couple of guards and wooden crates blocking the path. Now, talk to the first guard. After saying his one-liner, get out of his sight by going to the left block. The guy will start walking. Its okay if you walk past him when while he's at it; the guards will only notice you if you made it to the inner blocks.

Walk past the first guard and grab the first crate. Pull it as far as you can. Don't worry about getting caught; the crates will stay on their last positions.



Now walk around, do the same thing to the other guard. Examine the poster beside him to obtain 100G. Once he leaves his post, continue inside and push the crate. Make sure that Urus is walking to the left while you do this to avoid detection. You cleared the path, examine the other poster near the ladder for a **Mana Herb**. Take the ladder down.



Building Material Warehouse

Examine the first urn to the left to get **Turn-Tail Shoes**. Head further south to find another urn containing a **Seed** (20)



Talk to the guy to the left. Merchant Tatoms will show you his goods. Check out his inventory.



Just buy one sword and a new rod for Jansen. The good thing about this hidden shop is that you can buy components here. Try to buy enough material to create at least two copies of elemental rings and stock up some for the future. You can also buy as many Healing Medicines and Mana Herbs since you can trade them to their more potent versions in this area. Once done, climb up then go to the right.

There should be a peculiar looking pot beside the stairs. Examine it to reveal the first **Pipot**. These are creatures where you can trade recovery items and rare items, specifically collected seeds.



If you have followed this walkthrough from the beginning, you should have 20 seeds by now. Give all of it to the Pipot to obtain an **Adamantis Sword** and **Ring**. You can also trade 4 Healing Medicines to get a Healing Herb or Two Mana Herbs to get a Mana Capsule.

Once done, head back to the save point and save. Head southwest to exit the area.

SEA OF BAUS

Sea of Baus / Eastern Shore

Head left to find a save point and a chest containing **Treasure Glasses**. Continue north to reach the next area.

Sea of Baus / Rocks near Sunken Ship

Go to the left and kick the clam to obtain a **Healing Medicine**. Head north to the sunken ship remains and open the chest to get a **LV2 White Magic: All-Shield**.



Go to the left part first to find a spark pillar. You'll need to ram it while it is not sparking to avoid getting thrown in a disadvantageous battle. Topple the pillar and get (x3) **Insect Innards**. Now take the other path leading southeast. Kick the clam to get (x4) **Sticky Tapes**.



Keep heading north to reach the next area.

Sea of Baus / Reef Shallows

Follow the path. Kick the clam along the way to get a **Seed** (21). Head left then ram at the spark pillar to get **Yellow Band**.



Head to the right and ram another pillar to get an **Anti-Paralysis Herb**. Continue to the right to reach another large clam by the deadend. Kick it to get **Magic-Luring Stone**. Head to the upper left this time to find another clam to get **Mana Herb**. Continue north to reach the next area.



Sea of Baus / Beach of Wastes

There will be a lot of spark pillars here so take your time and cautiously ram them to earn your rewards. The items that can be looted here are the following: **Anti-Paralysis Herb**, **Power Drink**, **Seed (22)**, **Seed (23)**, **Angel's Plume**, **Slot Seed**, **Apprentice Earrings** and **Guard Bomb**.



After you collect all items, head north to the next area.

Sea of Baus / Crater Island

Find a chest to the left that contains **(x4) Pumice of Despair**. Take the stairs. On the 3rd set, you'll find an off-road path heading east. Take it to find a chest containing **LV2 White Magic: All-Barricade**.



Continue upstairs and you should find a save point along the way. What awaits you on the other side is a couple of boss battles so make sure you master some skills here or level grind to reach LV17 at least. Make sure to have Anti-Paralysis for all your characters. Kaim and Seth should master it while the Yellow Band. It will save you from a lot of travels

Check your supplies and equipment, then continue forward. Seth will ask for your confirmation one last time. Agree and watch the following scenes.

TARGET(S):	MAGIC INSECT (x5)	ITEM(S): NONE
ELEMENT:	WIND	SP/GOLD: NONE

TARGET(S):	BOGIMORAY (x2)	ITEM(S): NONE
ELEMENT:	FIRE	SP/GOLD: NONE



Once you get thrown to the battle, attack the insects first. They are weak against fire so use Flame Rings and Flare to get rid of them. Bogimoray will absorb the insect's magic energy every turn and fill up the Drawn MP gauge to the top left. The more the insects, the faster the gauge will fill up. Once charged fully, Bogimoray can unleash a devastating all-party spell that can cause Paralysis; this can easily end the battle if you are not prepared. That is where the Anti-Paralysis skills and Yellow Band takes place. Have Seth and Kaim master the skill and equip the Band to Jansen.



Every turn, at least two insects will reappear. Just continue getting rid of them and you will have an open path to attack Bogimoray directly. Make sure that you change your Flame Rings for Aqua Rings or better yet, an Adamantis Ring for some extra water damage. After defeating the first Bogimoray, another one will appear. You will be immediately thrown to a second round.

In this second round, the oversized worm will have a full Drawn MP gauge. Guard all your characters for this whole turn. After it releases its special attack, just repeat the process and you'll win the battle - with no exp, sp or gold.

Lost Odyssey

Watch the following scenes. Once you have control, step to the glowing blue orb to the upper right to recover your party's HP and MP. To Seth's far right, find a chest concealed by the fence. Open it to get a **Healing Potion**. Backtrack to Jansen's position and find another chest containing **Sage's Protection**.



Now run along the place and inspect the area for some points of interest and examine them. A scene will automatically take place after looking around for some time. After a few more scenes, you will be fighting against a small platoon of Numara Soldiers and Magician.

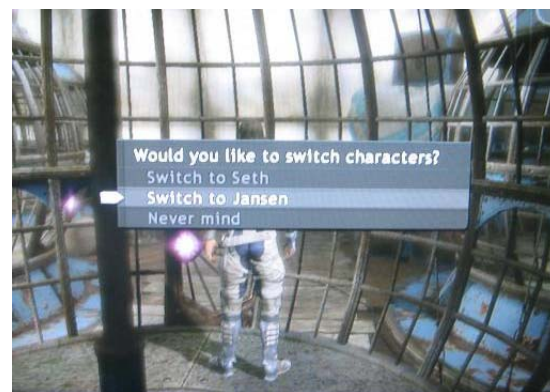
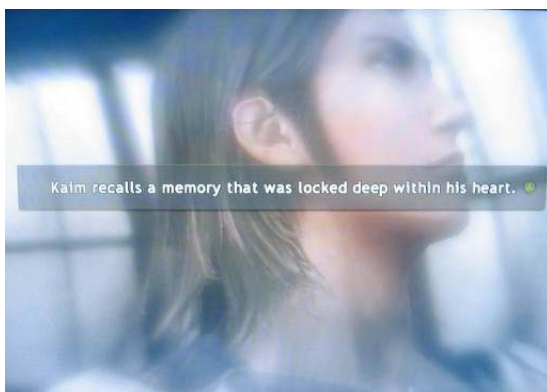
In this short fight, killing the magician is just optional. Defeating all the soldiers will automatically end the battle but you can consider stealing a **Circlet** from the Magician before getting rid of the soldiers. The soldiers can really cause problems in the long run so have Jansen cast Prism immediately during the first turn. Concentrate on attacking a single target at a time to effectively win the battle. After the battle and getting some real rewards, watch the following scenes.

CRATER ISLAND

Crater Island / Numara Troop Camp

Go to the northeastern part of the cage and you will unlock another dream automatically. "*They Live in Shells*" (#8). After viewing or cancelling the dream, talk to Jansen first, then watch the following scenes.

Once you have control again, ram the entrance. You will have an option to switch characters. Switch first to Jansen and go to the west part of the cage until an action command appears. "Kick" the rat.



Switch to Seth, do the same thing again. Switch back to Kaim. Examine the NW part of the cage to get a **Light Lens**. More scenes will follow.

THE WHITE BOA

The White Boa / Brig

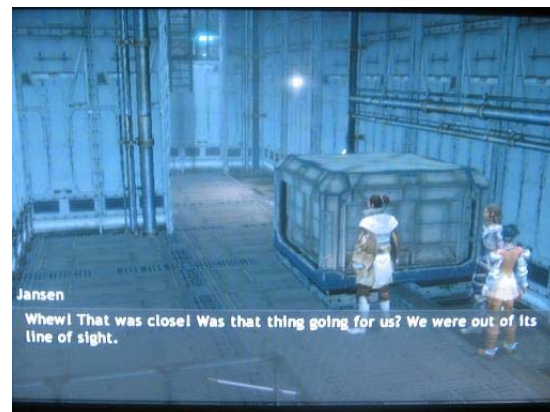
After the scenes, you will take control of Jansen. Just approach the guard and throw the magic crystal when the command appears. Watch the following scenes again. Once you have control, save at the savepoint, then head north to the next area.



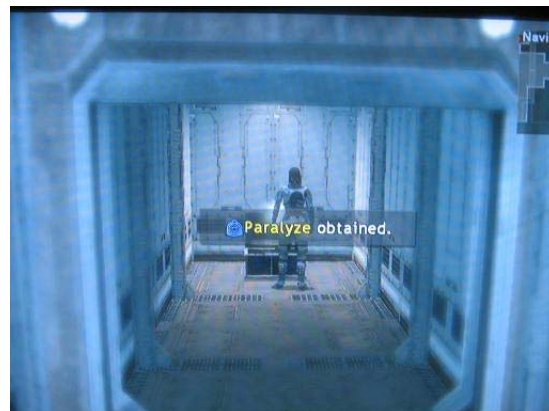
The White Boa / Engine Area

Follow the path until Jansen warns you about the security eyes. Do not worry; if you are caught, you will just find yourself again in the cell, with the guard opening it for you. This can be annoying as you progress later though.

For the first part, just run past it. Kaim will automatically trip over a lying metal rod which leads to another warning that the security eyes can also detect sounds. Follow the path until another Jansen provides another instruction.

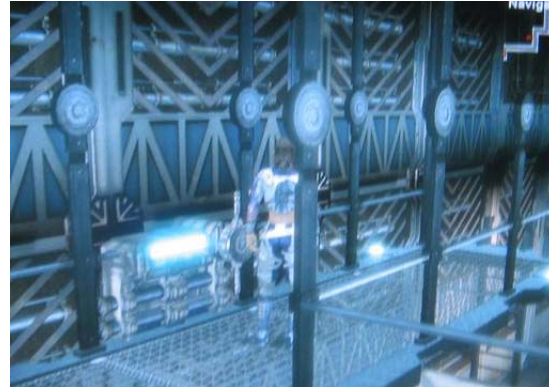


As you turn around, there will be another eye guarding the path. You will find a can along there. Just kick it as instructed and move quickly out of the eye's field of vision. Examine the lever along the way to open the nearby hatch. Grab the **LV2 Black Magic: Paralyze** from the chest.



Continue following the path and you will be halted by another conversation. This time, you'll need to trap the security eye inside the open hatch doors. Wait for it to enter, then quickly activate the lever to your right to close the hatch. Walk along the path and activate another lever to reach the large corridors.

Go up first, then left. Walk over the red panel by pressing and holding the B button. Keep heading left. Climb up the ladder and activate the lever there. This will lower a ladder down to the first corridor after the prison cells. This will be a very useful shortcut if ever you get caught along the way.

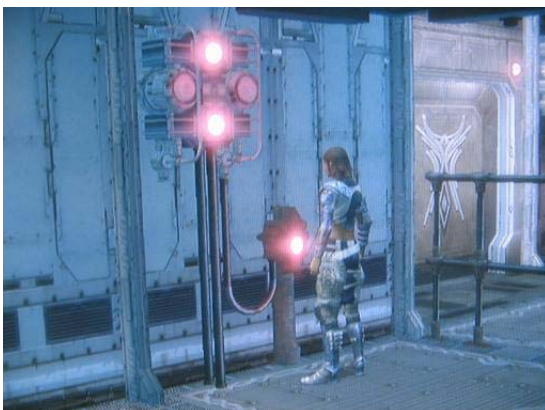


Climb back down the ladder you used then enter the door you passed earlier. Don't worry about the guard since he is sleeping; continue walking up. Don't forget to hold the B button while walking over the red panels. Go to the right and find another lever. Activate it to open another hatch door. Grab the **Slot Seed** from the chest inside.



Walk down a bit then take the ladder up. Follow the path, be careful of those red panels. Activate the next lever on the other end to lower your ladder. Climb down the ladder then continue heading to the upper right. You should find some red switches. Examine one of those to activate the lift.

Head south a bit then climb up the waiting ladder there to the next platform. Activate the lever to lower the ladder. Take the elevator up to the next area.



The White Boa / Guest Area

Watch the following scenes. After recovering your equipment, you will be thrown in the middle of a battle against two guards. Defeat them easily. Once you have control, go right to find a chest containing a **Healing Potion**. Move north a bit to find another chest on the bridge. Open it to get an **Angel's Plume**.



Save at the save point, then proceed to the northernmost door to continue on with the story. You will be controlling Jansen temporarily from this point forward.

The White Boa / Queen's Room

As Jansen, go upstairs and up the ramp to get the queen's attention. Watch the following scenes.



Once in control, head back to the south entrance and eavesdrop with the conversation. Now go back upstairs and circle around to the right. You will find the stairs leading down. Use it.

The White Boa / Engine Room

Here you will have random encounters with Numera Soldiers. If you are under-leveled, I suggest equipping the Turn-Tail accessory and skipping the battles. Continue to the north. Watch the following scenes.



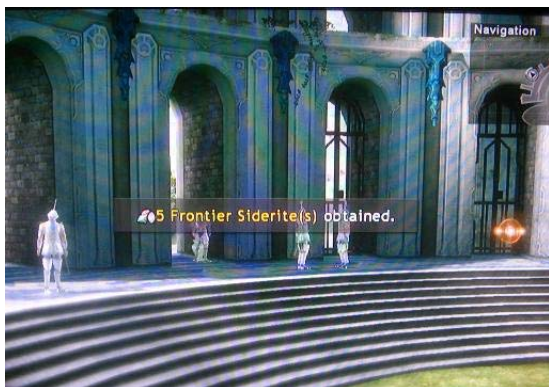
THE FREE OCEAN STATE OF NUMARA

Numara Palace / Philosopher's Room

Watch the scenes. Once you have control, exit to the south.

Numara Palace / Facade

There is a savepoint to the left. Use it. Continue west a bit, then you'll find an urn. Probe it to get a (x5) **Frontier Siderite**. Continue further left and you should find a small fruit/berry hanging by the edge of the wall. Examine it to get a **Seed** (24).



Talk to the little girl nearby (**Animal Adoring Rona**) and learn about her missing dog, Moo. This is actually a sidequest. Go to the eastern side of the façade and examine the same things. The urn contains 100G, while the fruit there can yield another **Seed** (25).



Head to the southeastern most corner to find another urn. Get (x5) **Sun Crystals** from it. Exit to the south. A scene will also take place.

City of Numara / White Square

As soon as you enter, examine the fruit to the eastern wall to get another **Seed** (26). Now go left to the cart. Examine the two urns there to get 10G and an **Aqua Bomb**.



Now head to the eastern side of the square (don't exit to the next areas) Find another fruit beside a foxy girl. Examine it to get another **Seed** (27). Talk to the little girl (*Lonely Chuchu*). When asked about her ears, answer "not really". Agree when she asks you to play with her. She will play tag with you. Don't worry; your normal jog is faster than her. So just tag her by pressing A when you catch up. You will get a **Slot Seed** as a reward.



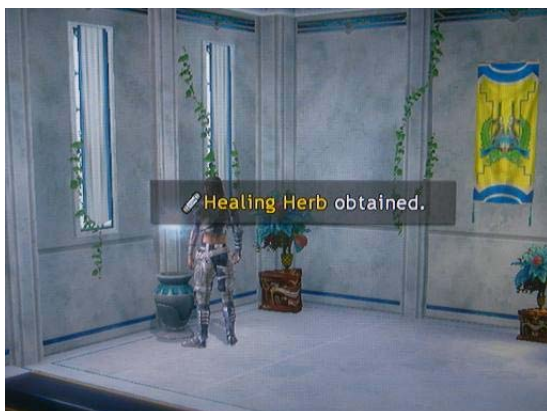
Go north and enter the inn this time.

City of Numara / TheIran's Inn

Head to the right, examine the glowing flower to get an **Anti-Paralysis Herb**. Head to the counter at the center and examine the two glowing flowers to obtain two **Seeds** (28-29) Examine the urn beside the stairs to get an **Angel's Plume**. Head upstairs.

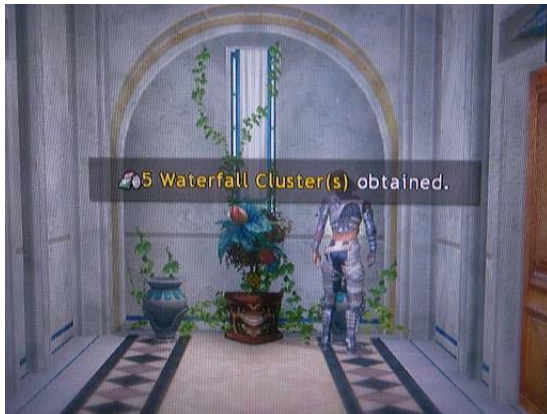


Examine the first urn to get a **Healing Herb**. Continue to the farthest right to find another urn. Probe it to get (x6) **Whetstones**.



Lost Odyssey

Now head north to the hallway. Find two urns at the end. Examine those to get (x5) **Waterfall Cluster** and 100G. Enter the first room to the left. Examine the cabinet to get 10G. Examine the urn to the NW corner to get a **Mint Powder**.



Backtrack to the hallway and enter the room to the right this time. Examine the cabinet to get (x6) **Guardian Ores**. Examine the glowing flower on the NE corner. Obtain (x5) **Sticky Tapes**.



Exit the room, then enter the lower right room this time. The cabinet contains a **Mint Powder**. Probe the urn to the SE corner to get a **Mana Capsule**.



Go to the other room this time, and get a **Ground Bomb** from the cabinet. Examine the glowing plant near the door to get a **Seed** (30)



Now exit the inn then go east from the square to enter the Main Street. There are two paths to reach the main street. You'll need to take the upper path.

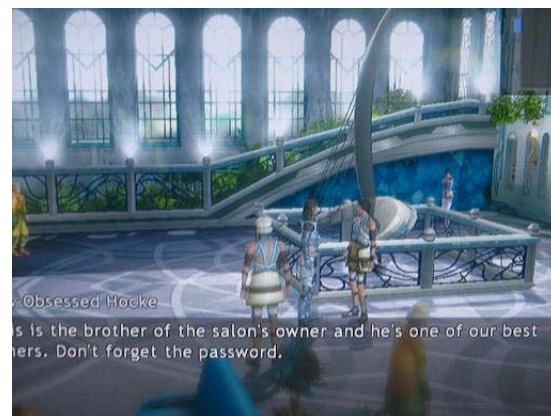
City of Numara / Main Street

Continue going up. Examine the hanging fruit to get a **Seed** (31). You will find Chuchu again. Talk to her and agree to play with her once more. This time, the game is hide-and-seek. Talk to the girl standing in the boat/gondola by the river to learn that his date hasn't arrived yet. Now enter the door to the right.



City of Numara / Artist's Salon

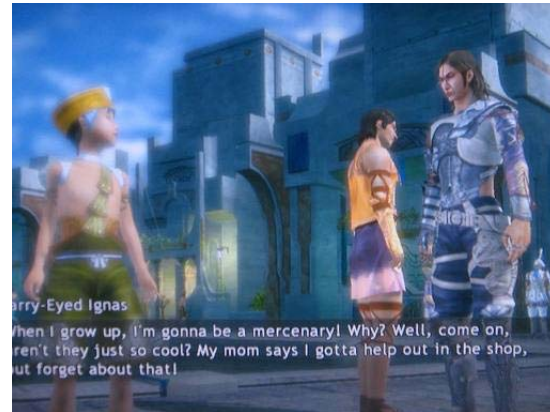
Examine the first urn to get a **Healing Herb**. Now talk to **Business Obsessed Hocke**, near the rotating figure. Learn about the restricted area in Ninn's shop. You will also learn the password to get through. Exit the salon.



Lost Odyssey

City of Numara / Main Street

Go down a bit then take the corner. Examine the hanging fruit to get another **Seed** (32). Continue to the bridge and you will encounter a kid named Ignas. A dream will be unlocked during this encounter.
"The Talkative Mercenary" (#9)



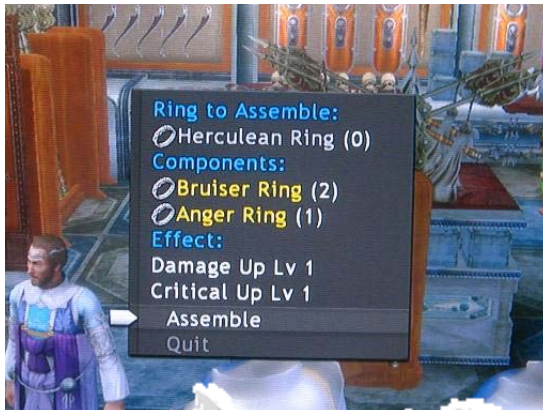
After viewing or cancelling the dream, enter the first building nearby.

City of Numara / Ninn's Boutique

Examine the urn to get 10G. Head to the right to find a glowing flower containing a **Seed** (33). Now try to enter the restricted area. The guard will stop you but if you have talked to Hocke earlier at the Artist's Salon, you will be allowed to pass.



Talk to **Traveling Ringmaker Trace** standing in the lower left corner of the room. Here, he can forge more powerful rings with added effects from the rings you already have. I suggest take this opportunity and forge some rings. The best thing about this offer is that this service is **FREE**. Ninn is located in the rightmost part of the room. Aside from upgraded weapons, he also sells components which you can use to forge the required elemental rings and a couple of accessories you may have missed along the way.



After you got that taken care of, exit back to the Main Street.

City of Numara / Main Street

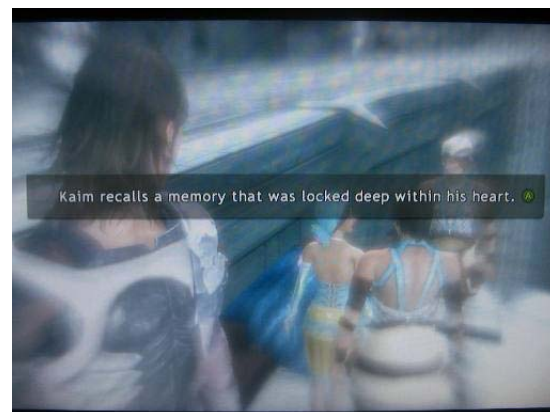
Go left a bit then take the first alley with a dog. Examine first the hanging fruit as you enter to get a **Seed** (34). Talk to the dog and it will return to Rona. Visit her later for your reward.



Examine another fruit in the left wall to get another **Seed** (35). Now take the ladder up. Follow the path then climb the ladder down. There will be a chest there. Grab it to obtain a **Slot Seed**. Return to the alley.



Go further left. Approach the three people near the gondola to initiate a short scene. Another dream will be unlocked in the process. "*Letters from a Weakling*" (#11)



Lost Odyssey



Once in control, enter the second alley (with two blue carpets) and examine the fruit on the wall to get another **Seed** (36). Enter the door nearby.

City of Numara / Nalia's Item Shop

You will find Chuchu inside. Talk to her to earn the **Mana Earrings** as your reward. Check the area. Get a Wind Bomb from the cabinet.



Examine the drawers to the right to get (x5) **Gale Wings**, **Seed** (37) and 100G. Exit the door to the north.



City of Numara / Main Street

Talk to the guy on the boat/gondola (Cocktis). He will agree to bring you the chest from the other side. Grab the **LV3 White Magic: Shine** spell from the chest. Make your way back to the girl in front of the Artists' Salon. Cocktis will be there. Talk to them and he will get the chest on the other side for you. Obtain a **Mimint Ear** from the chest. Make your way back to the Palace Façade.



Numara Palace / Facade

Talk to Rona and obtain your reward. (X3) **Kelo-Oil**. Go back to the main street, then exit west to the next area.

City of Numara / Canal Street

There is a save point here. Use it. Go north, and examine the urn beside the door to get a **Mana Capsule**. Enter the house.

Meia Family Art Studio

Grab (x5) **Sticky Tapes** from the urn. Examine the glowing flower for a **Mint Powder**. Talk to husband Maia (sitting on the table) and learn that he is lacking inspiration. He will need 19 crystal fragments from the Crimson Forest. You can do this later.



Enter the room to the NE. Examine the glowing flower to get (x3) **Mysterious Perfume**. Exit the room then enter the lower right room this time. Examine the urn to get a **Healing Herb**. Examine the drawers to the lower left to obtain (x4) **Seed of Terror** and 10G. Exit the house.



City of Numara / Canal Street

Continue heading east, across the bridge. In the other side, watch out for the hanging fruit by the tree. Examine it to obtain another **Seed** (38). Approach the group of kids and be tangled in a mini-side mission.



The kids will ask you to find their missing treasures. Don't worry since these "treasures" are quite obvious since they will be sparkling - making it easy to find them. You will need to find a Red Balloon for Kinas, a Gondola Model for Patam and a Doll for Mocchi.

To start off, approach the immediate stall to the upper right to engage a conversation with a kid. A dream will be unlocked afterwards. "*Don't forget me now, you hear!*" (#10) After the dream, continue heading north. You should see an obvious sparkle near the merchant cart. Pick it up to obtain the Mocchi's **Doll in a Dress**. You can give it to her right away.



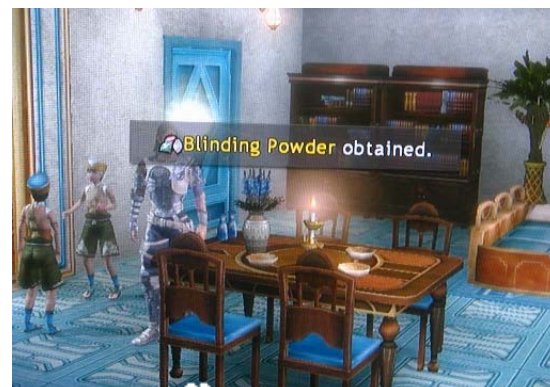
Now go east towards the bridge. You can find another sparkle on the ground. Pick it up for a **Large Balloon**. Go downstairs to the southwest, then go around; find a sparkle near the tent beneath the bridge. Pick it up for a **Model of Gondola**. Bring them back to the kids. You'll get a **Kelolon Ring** in return.



Continue north along the street. Enter the house near where you found the doll.

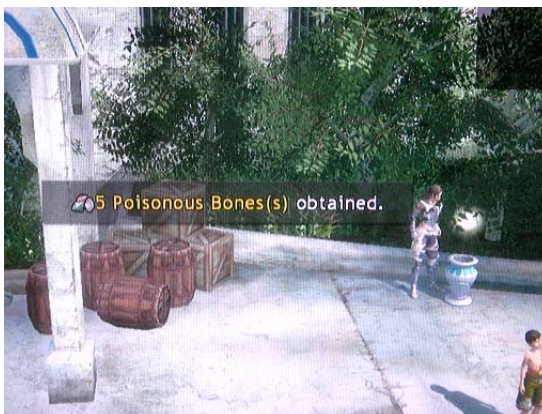
Katyla Family House

Examine the two urns inside to get a **Healing Herb** and (x4) **Insect Innards**. Examine the sparkle on the table to obtain **Blinding Powder**. Enter the room to the northwest. There is 10G on the drawer and 100G on the cabinet. Exit to the main street after looting the house.



City of Numara / Canal Street

Continue following the street. After crossing the small bridge, look out for a hanging fruit to the left. Examine it to get a **Seed (39)**. Go up a bit then examine the urn to the left. Obtain (x5) **Poisonous Bones** from it. Continue along the street and enter another residence to the left.



Sanuman Family House

Pick up a **Mana Herb** from the urn beside the stove. Enter the room to the north and get a **Flare Bomb** from the cabinet, (x4) **Mighty Carapace** from the urn and 10G from the drawer. Exit to the Canal Street and continue to the next area.



City of Numara / Port of Numara

There is another savepoint here. Use it. The path to the right exits the city and will take you to the world map. The other leads to another part of the city. Take it for now.

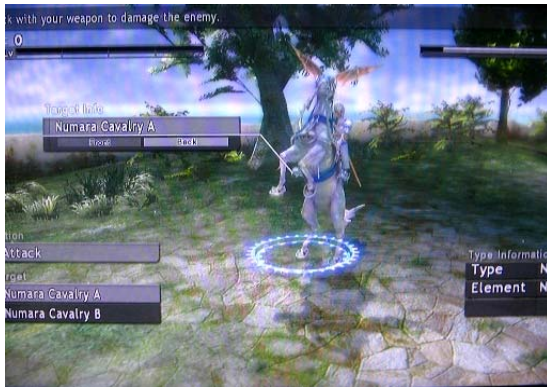
Ghost Town/ City of Ruins

Enter the building ruins to the north. Find a chest and open it to get (x5) **Sandman Seals**. Approach the kids looking at the flowers for a scene. After a short while, you will be thrown in an event battle.



LOST ODYSSEY

There shouldn't be any problems with this battle. Just get rid of the front guys first. Have Seth and Kaim target one soldier at a time while Jansen casts Flare on the other. The cavalry are a bit tougher; just continue attacking and they should fall easily. After the battle, the kids will invite you to visit their house.

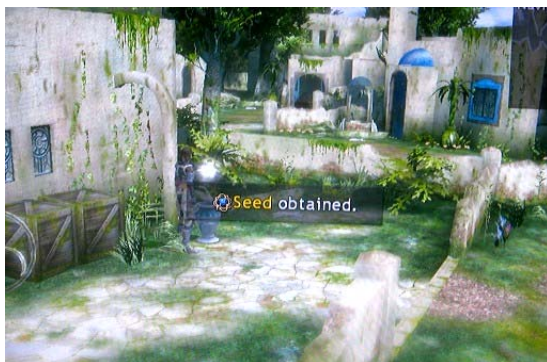


Once you have control, go to the western part of the area to find a lone urn beside a well. Get **Kelo-Vitamin** from it. Follow the main path this time. Grab (x4) **Hard Skin(s)** from an urn along the way. Exit to the next area.



Ghost Town / Funeral Beach

Go left. There is a pipot beside the well but ignore it for now. Don't enter Cooke and Mack's house yet; instead, check out the area to the right. Examine the urn near the wall to get the 40th **Seed**. Run around the yard to find another urn beside the door. Get a **Mana Herb** from it. Follow the path to the northwest to find a chest containing a **Slot Seed**.



Now, return to the pipot to trade your seeds. Don't worry, the seeds you collected is cumulative; hence you can get the reward for collecting 40 seeds even if you have just traded your first 20 seeds back in the Construction Base.

The pipot here can also trade status recovery items aside from the normal recovery items. Here you can trade:

- Antidote - Anti-Paralysis Herb
- Eye Drops - Smelling Salts
- Smelling Salts - Antidote

You will get an **Earth Charm** as your reward for collecting 40 seeds. Enter the house once ready.



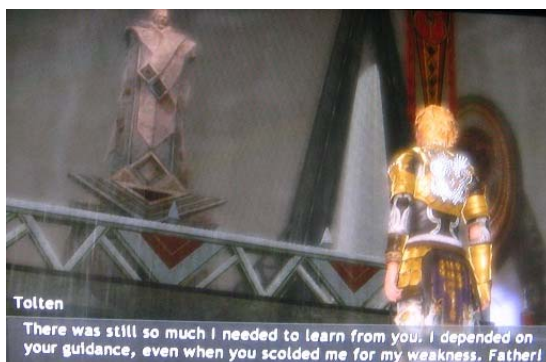
Ghost Town / Cooke's and Mack's House

Probe the urn behind the table to get (x3) Eastern Red Ore. Go upstairs and open the chest to get **LV3 White Magic: Kelolon**. As a joke, there is 1G inside the closet. You can rest here as well and use the save point to your convenience. Once done, go back down and approach the two kids for some scenes. The scene will shift to Uhra, with Tolten.



Uhra - Amphitheater of the Sky

Walk north for a scene. Approach the walking mud-man and you will be thrown in a battle against them.



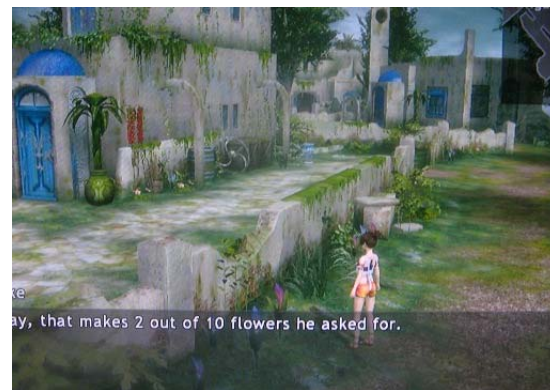
There is really no strategy needed for this battle; Tolten is LV25 and his defense and guard rating is high enough to make you not worry; just attack normally to end the battle. After the battle, you will be thrown to another event battle with the Chairman. For the first three turns, you can't do any action than to "Inquire" so you don't have any choice but to take the damages. Once you can act freely, go to Tolten's Skills menu and use his Power Hit skill. This will deal over 450+ DMG to the target. Two shots will be enough to bring him down.



Watch the following scenes until it shifts back to Kaim and the others.

Ghost Town / Funeral Beach

Meet the Funeral Director Melvi. You will be told that you'll need to gather 10 white flowers and 10 branches for the send-off ceremony. You will control Cooke for collecting the flowers. I will be listing their positions, though the flowers are not that hard to find anyway. Some of the branches are located near the flowers so just remember the locations when you'll need to collect them later on.



1. Beside the house, near the door and the tall plant
2. On the SE yard from the house, beside the walls



3. NW of the house, beside the tall plant and the window
4. Westernmost dead end, near the chest where you got the Slot Seed earlier.

Exit to the City of Ruins.

Ghost Town/ City of Ruins



5. Near the exit to the Funeral Beach; beside the urn
6. Continue further south along the main path, find a broken wall and small yard. The flower is beside the large rock.



7. Walk around to the west, past the well and the urn. The flower is near the pillar ruins.
8. Go past underneath the fallen pillars. Grab the flower to your immediate left.



9. After getting flower #8, continue all the way down. The flower is located in the lower left of the screen.
10. Go back to the main track and make your way to the exit to Numara Port. Don't leave the area completely; the flower is located in the NW of the exit.

After collecting all the flowers, return to the house and give them to Melvi. The control switches to Kaim this time. You should have seen some of the branches while collecting the flowers. I will provide a list of their locations as well.

Lost Odyssey

Ghost Town / Funeral Beach



1. SE of the house, beside the urn
2. Go right then up. The branch is beside the dead tree trunk



3. Head left, find another one near the well
4. Go further left, the branch is located near the chest.
5. SW of the house, beside broken pillars

Make your way out of the beach to the City of Ruins. You should find the last branch in this area along the way.

Ghost Town / City of Ruins

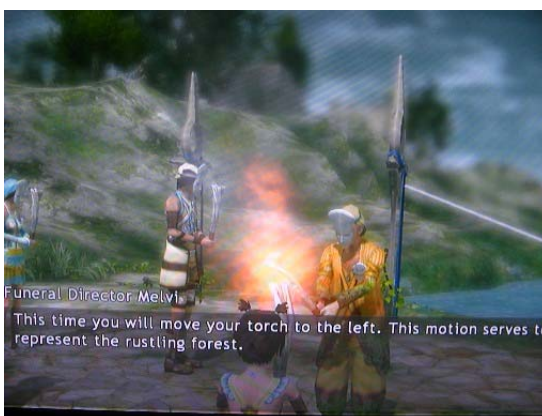


6. To the NE dead end, near the urn and the 5th flower you got earlier
7. Walk south a bit then enter the small yard to the left where you got the flower earlier.



8. Go around to the west, find another one near the well and the urn
- 9-10. They are pretty much near each other; located to the west of branch #8.

After collecting all the branches and surrender them to Melvi. The ceremony will start immediately after that.



Ghost Town / Funeral Beach

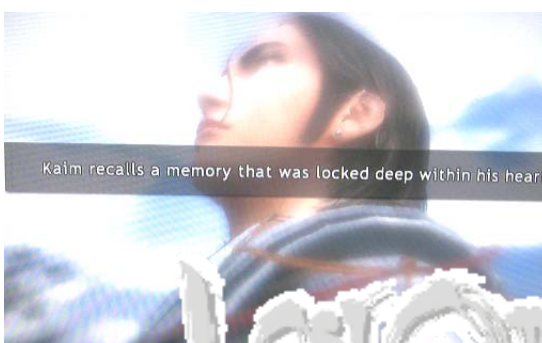
As Mack, you will need to play a torch lighting mini-event. Its not that hard really; instructions will be given in detail so make sure you listen. Since this is part of the story, you can repeat indefinitely until you get it right; in case you made mistakes.

Watch the following scenes. After the emotional scenes, the party will be back at the house. You will learn that Mack has gone off to the Crimson Forest alone. Cooke will join your crew and you can head off to the forest to find the lost brat.

Before heading out, make sure you check your equipment and skills. Its time to link with Cooke. Equip her with rings and accessories. At this point you should have plenty of unlearned skills from the accessories you got so make sure you equip the ones you haven't learned yet. Head out to Numara Port.

Ghost Town/ City of Ruins

On your way out, Kaim will stop by what it seems to be a church ruins, in front of the tenderlora flower bed. Here, you will unlock another dream "*Evening Bell*" (#12). After the dream, exit out to the Port of Numara.



LOST ODYSSEY

City of Numara / Port of Numara

Continue walking to the right. You will be interrupted by a brief scene. After that, head south to reach Canal Street.

City of Numara / Canal Street

Walk all the way back to the main bridge. Walk along the northern railings on your way to Main Street to unlock the dream "*Portraitist of the Dead*" (#13)

City of Numara / Main Street

Continue walking to the east to reach the lower eastern side of the White Square.

City of Numara / White Square

Near the lower entrance to Main Street is an old man with a floating cube. Talk to him to learn about more Cubical Music. You will also get **Cubic Music Score 1**, as a key item. All you need to do is take note of the correct keys and play them in the same exact order.



Talk to the old man again to take up the challenge. You will be engaged in a mock battle against the cubes. In the formation screen, you'll need to enter the exact number of persons for each of the notes. Since there are four notes to play the melody, include everyone in your party. You will need to attack Note Box C, E, G and C for each of your characters. Once done, the cube will open and you will receive **LV3 Black Magic: Force**.

Exit south to the World Map. Select the *Crimson Forest* as your next destination.

CRIMSON FOREST

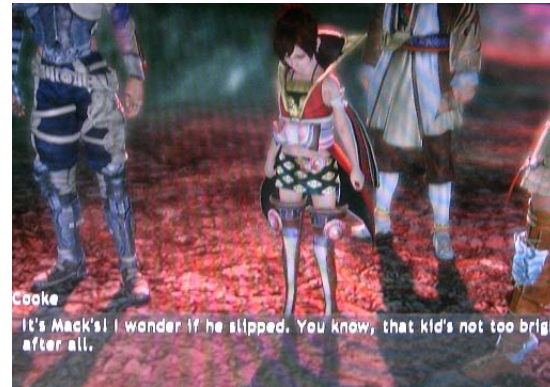
Crimson Forest / Maze of Gloom

The whole area is actually a large circle so you can take either left or right paths and still gather all obvious and hidden items. I will start from the left.

Save at the savepoint if you want, then go left a bit. Kick the purple-colored, sea sponge-looking crystal formations to obtain the first **Crystal Fragment**. You'll need to collect all 19 pieces of these as part of the sidequest for the struggling artist in Numara. Walk further to the left and find another set of crystals. Kick it to get another **Crystal Fragment** (2/19)



Walk up to the north a bit then ram the spiral cone to obtain a **Seed** (41). Walk further up then to the path NW to initiate a scene about Mack. Don't leave the area just yet. Continue following the path east.



Walk up to another crystal formation. Obtain **Crystal Fragment** (3/19). The spiral cone near the magical haze has enemies so prepare for a battle if you ram it. Continue following the path until it branches down. Ram the next spiral cone in the intersection to obtain an **Anti-Paralysis Herb**.



Continue to the SE path to the dead end. Kick the crystals to get **Crystal Fragment** (4/19). Continue going northeast. The platform in the northeastern-most corner won't work without spirit magic so skip it for now. Kick the crystals along the intersection to get **Crystal Fragment** (5/19)



Continue further south a bit and find another source of **Crystal Fragment**. (6/19) Follow the path south as it turns west, then ram on the spiral cone to get an **Angel's Plume**. Continue west to reach your starting position and the save point.

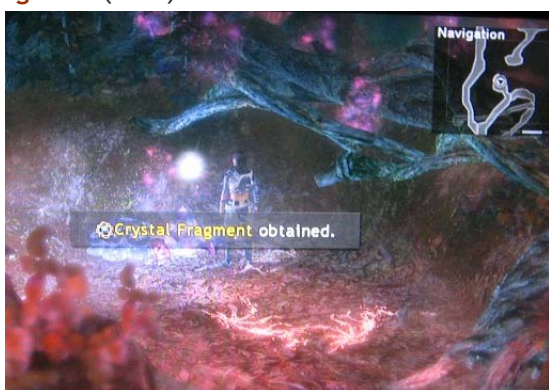
The enemies here can cause problems if your levels are too low; nevertheless, I suggest doing the Save-Load trick to fully restore your party's HP and MP for free. This is invaluable for survival without using too much recovery items.



Once ready, make your way to the northwestern most path, ram the tree to reach the next area.

Crimson Forest / Near Swamp

Take the northeast path first. Follow path to reach the crystals to the north. Kick it to obtain **Crystal Fragment** (7/19). Go uphill to the right this time and find another crystal. Get another **Crystal Fragment** (8/19).



Now turn left, follow the tree trunk as your footbridge and ram the spiral cone in the end. Obtain an **Anti-Paralysis Herb**. Backtrack then continue following the path leading to the southwest. Cross another footbridge and kick the crystals to get another **Crystal Fragment** (9/19).



Now backtrack down to your starting position, then take the northwest path this time. Continue going up until you reach another intersection. Kick the crystals to collect **Crystal Fragment** (10/19).

Keep going up to the large area. There, ram the spiral cone to the lower left side of the screen to get a **Mana Capsule**. On the upper right is another crystal formation. Obtain the **Crystal Fragment** for it (11/19)



Take the path to the right. There will be another spiral cone there with the purple haze so don't ram it unless you are ready for a battle. Follow the path leading to the dead-end to the south. Ram the spiral cone there to obtain a **Seed** (42). Continue NE to find crystals. Kick it to obtain **Crystal Fragment** (12/99).



Continue going north to reach the next area.

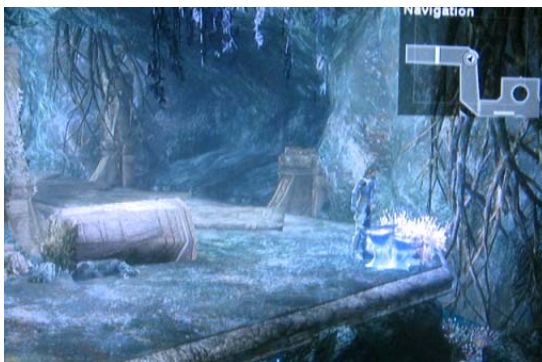
In very rare circumstances, you will encounter Silver Kelolons in this area. These critters provide tons of exp and sp but they have really high evasion rating, magic resistance and they escape after one turn. You won't be able to defeat one yet at this point of the game.

Sorcerer's Shrine / Chamber of Stone Tablets

Kick the crystals in the lower right corner of the screen to obtain **Crystal Fragment** (13/99). Save at the savepoint then take platform down. Go to the right and grab the boulder in the center. Push it towards the "elevator". Once positioned there, quickly get step aside. The platform should take the boulder up while another platform descends.



Grab the **Tablet Fragment** from the other platform. Head west this time and kick the crystal to collect **Crystal Fragment** (14/19). Exit to the next area.



Sorcerer's Shrine / Dungeon Shrine

Continue forth. You will see a short scene of the round stone door closing the path ahead. Here you will need to traverse the stairs. There will be stone slabs here that will act as pressure switches; if you step on one, a boulder will come crashing through. Fortunately, there are ledges that you can use to keep out of harm's way. If ever you get hit, you will find yourself in the enclosed lower level. Take the elevating platform and you will be brought back to the base of the first stairs.

Alright, to start, take on the first stairs and immediately use the ledge as the boulder comes crashing through. Once you reach the upper platform, kick the crystal to gather **Crystal Fragment** (15/19).



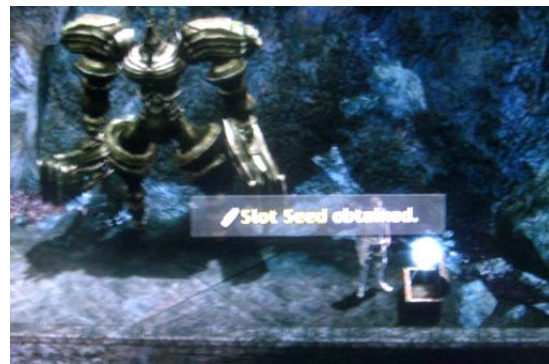
Now step on the central slab to activate the trap, then get out of the way as the boulder rolls down. Follow it immediately until you reach a green pillar in the middle of the stairway. Push it out of the way, until it reaches the edge and turns red. Remember that you can access the recovery point and savepoints in the end of the stairs. Use them if you are in dire need of healing and saving. The chest to the left contains **LV3 Black Magic: Curse**.



To the south of the chest (west in the map) is a hidden crystal formation, behind the central stairs. Kick it to obtain **Crystal Fragment** (16/19). Now go north past the first colossus. Beware of them since they are actually traps; they will try to crush you as you pass them. Don't worry, running is fast enough to avoid them. Collect another **Crystal Fragment** (17/19) in the middle of them.



Continue further north to reach the chest. Open it to obtain **Cubic Musical Score 2**. Backtrack to the recovery point then head further south this time. Get past the two colossi and open the chest to get a **Slot Seed**.



After collecting all those, let's get back to work. Save first if you want, then go up the central stairs and step on the slab. A short scene will show the boulder rolling down and crashing open the closed stone door. The trapdoors releasing the boulders will be blocked also so you can step on the pressure switches without any worries. Now, before you go to the opened pathway, take the third (northernmost) stairs down, then down north again. Open the chest to get a **Lucky Clover**. Exit to the west this time.



Sorcerer's Shrine / Chamber of Stone Tablets

In this area you'll collect the last two **Crystal Fragments** (18-19). Kick the two crystals in this isolated area and head back to the main path.

LOST ODYSSEY

Sorcerer's Shrine / Dungeon Shrine

Use the recovery point and check your equipment and skills. If you haven't done yet, use the Slot Seeds on Kaim and Seth. You can also level grind near the savepoint to earn Exp and SP. There will be a boss fight right ahead. Enter the path when ready.

Sorcerer's Shrine / Altar of the Abyss

Watch the following scenes. A boss fight will ensue.

TARGET(S):	OBSIDIAN TENTACLES (x4)	ITEM(S): NONE
TYPE/ELEMENT:	MAGIC/NONE	SP/GOLD: NONE



Cooke will be snatched and will be held hostage during this battle. **If her HP drops to zero, the battle will end.** The tentacles will be continuously absorbing her HP and MP while attacking you so you really need to move quickly to save the brainy kid.

Concentrate your attacks on Tentacle C. Don't use buffs and Prism at the moment; attack like crazy with Seth and Kaim while Jansen casts quick spells like Flare. The all-party attack Obsidian Sigh is not that damaging to prompt you to heal for the first few turns. Once the tentacle drops Cooke, she will return to battle formation. Immediately have Seth and Kaim guard (with Guard Heal this will recover GC as well) while Jansen casts Prism/ Zypher and Cooke casts Zypher - depending on the damage inflicted to your team. After recovering, have Jansen pound the enemy with Prism while have Cooke use Casting Support on Jansen. You can have Seth and Kaim guard or attack. Either way will work.

TARGET(S):	OBSIDIAN MIASMA	ITEM(S): NONE
TYPE/ELEMENT:	SPIRIT/NONE	SP/GOLD: NONE



After getting rid of the four tentacles, the second phase of the battle will take place. Possessed Mack will confront you but with another condition: **if his HP drops to zero, its game over.** To win this battle, cast Sleep on Mack. The real boss will be can be targeted by attacks while the host is sleeping. Pound it with everything you got until it is defeated. Just repeat the process if ever Mack wakes up and you still haven't defeated the boss yet.

Watch the scenes after the battle. The **Precious Petal** will be added to your key items list. Congratulations, you just completed disc one! 125 gamerscore points will be awarded to your profile for your efforts and for unlocking the achievement. You will be prompted to save before the disc change; do so. Load your second disc and continue your adventures.



DISC 2

SORCERER'S SHRINE

Sorcerer's Shrine / Altar of the Abyss



As a continuation, you will start where you left off from disc 1. Mack will be joining your party at LV15. Equip him with some new stuff and most importantly, link skills with him. I suggest learning Combo first. This will allow you to attack twice per turn. Ring effects don't count, however. Go south a bit to trigger a short scene. You will learn about Mack's unlocked spirit powers.

You can either take the platform up to get back to the Maze of Gloom or train Mack back in the Dungeon Shrine, near the recovery and save points. I strongly suggest doing the latter so if you agree, exit south, and train him to catch up with your levels and master some very useful skills.

When ready, take the elevator back in the Altar of the Abyss to reach the Maze of Gloom.

Crimson Forest / Maze of Gloom

Examine the glowing pedestal to the left to absorb its power. Now go to the left and take the first circular platform. You will be lifted to the previously unreachable location of the forest. Just follow the footbridge to reach two spiral cones. The first one contains a **Seed** (43). The other one is covered with magical mist so expect a battle from it. Take the lift down, then continue following the path to the left, until it circles south. You should find another lift there. Use it to reach a spiral cone that contains **Demon Warrior's Blade** and **Demon Warrior's Ring**. Go back down then make your way north to the next area.



Crimson Forest / Near Swamp

Continue going north until you reach the next lift. Ram the spiral cone to obtain **LV3 Spirit Magic: Refresh**. Now get back to the main path then continue northeast. Just before reaching the entrance of Sorcerer's Shrine, go uphill to the left to find the last lift in this area. The first cone contains as **Healing Potion**. The other one contains enemies. Go back to the Maze of Gloom.



Crimson Forest / Maze of Gloom

Save at the savepoint then exit the stage. On your way out, another dream will be unlocked automatically. "**Elegy Island**" (#14). Select the City of Numara as your next destination.

THE FREE OCEAN STATE OF NUMARA



City of Numara / White Square

Don't approach the fountain yet! Approach the old man Lato near the lower exit leading to Main Street and play your Cube Musical Score #2. Use only 4 members and play the notes D, A, A, D. You'll get **LV1 Spirit Magic: Dodger** as a reward. Now continue to Main Street.

City of Numara / Main Street

You can resupply here so make sure you get all what you need. Continue west to Canal Street.



City of Numara / Canal Street

Enter the house north of the savepoint and hand over all 19 crystal fragments to get a **Life Brooch** in return. Save at the savepoint. You can now safely proceed with the story.

City of Numara / White Square

Head north. A scene will automatically trigger regarding Uhra. After that, attempt to leave the city to the south. Another scene will take place. Cooke and Mack will leave temporarily. You will be taken back into the palace for questioning.

Numara Palace

After a brief and unjust interrogation, you will battle four heavily armed soldiers. Their attacks are quite damaging so concentrate on taking one target down at a time, then guard-heel while Jansen pick them off using offensive spells. After defeating all of them, another scene will take place and you will start your escape.



Numara Palace/ Corridor Garden

In this area, you won't have random battles. Just like new generation RPGs, the enemies can be seen and evaded. They will pursue you but you can easily fool them to avoid unnecessary fights. The items here are all hidden inside urns and chests.

To start off, go to the right to get (x3) **Junk Parts**. Continue further right and obtain a **Seed** (44) from the corner.



From there, go further south of the hallway to find a chest containing a **Cubic Musical Score 3**. Continue north a bit and obtain 100G. Take the elevator to reach the 2nd floor.



2F: Get 100G from the urn. Go south a bit and obtain (x3) **Mysterious Perfume**. Continue further south, to find a chest containing a **Power Drink**.



Run all the way to the north this time then left until you find another urn. Get **Slot Seed** from it. Continue further left and get a **Mana Capsule** near the elevator. Probe the nearby urn to the left to get a **Seed** (45). Talk the elevator down.



1F: Turn right, get (x6) **Generators**. Follow path the left this time and get another **Seed** (46) along the way.



Continue running to the left then down. Grab (x6) **Black Pearl Powder** along the way. The urn near it contains 100G. Run farther to the south, past the elevator. Get (x2) **Whetstones** from the urn. Continue further south to find a chest containing **Adept Earrings**. Make your way back to the elevator and take it.



2F: Grab the **Healing Potion**. Go south a bit to get another **Seed** (47). Turn the right immediately to get **Angel's Plume**. Walk further to the right and probe the urn in the aisle to get (x3) **Magic Sealing Feathers**.



Take the path south in the middle. There is a recovery point and save point here that you can use. There is a boss battle up ahead and having levels 21-23 is recommended before facing the boss. You can level grind here if you wish. Make sure you have a Jamming Ring/Ultra for Seth; this is for you to deal additional damage to the mechanical boss later on. Once ready, exit south to proceed with the story.

Numara Palace / Royal Chambers

Watch the scenes. After your hasty escape, you'll find yourselves in the palace Façade. Exit south to the square.

City of Numara / White Square

Continue south to trigger the boss fight.

TARGET(S):	MAGIC HEAVY TANK CANNON TANK UNIT CANNON UNIT	ITEM(S): MYSTERIOUS PERFUME
TYPE/ELEMENT:	MECHA/ NONE	SP/GOLD: 13SP/3000G



If you notice in the upper left hand corner of the enemy information screen, there are two gauges. One for Tank Power and other is for the cannon. The gauges are filled up when the units absorb MP from your characters, charge up or when a magic attack is used. When at least one of the gauges is full, the tank will unleash a very damaging, all-party attack.

First, concentrate on taking out any of those units. Just target one unit at a time to destroy it quicker. Have Jansen cast All-Barricade and have Cooke use Casting Support on Mack. Have Mack cast Spirit support spells, preferably Powera for your front row guys then Minda for the mages.

If you have a Jamming Ring or better yet, a Jamming Ring Ultra equipped, your damage per hit should be around 170-250 DMG. I find Combo as the most effective in dealing greater damage since you can perform a two-hit attack, without compromising your base attack rating. Just use this frequently to destroy the units much faster.

Once the two units are destroyed, concentrate your fire on cannon to stop its all-party attack. Cast Zephyr if you need healing. Now you can have Jansen cast offensive spells. You can cast Prism to damage both the Cannon and the main tank body. There should be no problems from here on so continue attacking with everything you got to end this battle.

City of Numara / Great Gate Remains

Just watch the following scenes. Once you have control, you will receive a tutorial about Composite Magic. Also, check out your new character... Ming. She is a spellcaster and is in the same league as Seth and Kaim. Since you can only have 5 characters in a battle formation, you'll need to bench someone. Just like the other two immortals in your party, Ming can skill link and learn via accessories/enhancements. In that case, she has a lot to learn.

If you have saved some Slot Seeds for her, then that's good. If not, no worries. You can still find some later on. She will also have an accessory with her by default - **Magic Research Report**. She mastered it already so you can replace it with another enhancement. You can give the MRR to any of your mages.

Leave the city. On the world map, select the Port as your next destination.

City of Numara / Port of Numara

The gate leading to the port is now open. Enter it and proceed to the SE corner of the map and enter the lone door there. Watch the scenes once inside. Once in control, proceed north along the walkway and go left to the bridge to take command of the ship.



Once in the open sea, the tutorial for controlling the Slantnose will be available. Take a few moments to read it. View inside the cabin by pressing RB to proceed with the story. Our next destination is a place called Gohtza. Head east to reach the Southern Cape of Gohtza.

Gohtza / Southernmost Cape

Upon landing, watch the following scenes. "*Seth's Dream Part 1*" (#15) will be unlocked as well. Select Tosca Village - South as your next destination.

MOUNTAIN VILLAGE TOSCA

Mountain Village Tosca

Save, then head north. Before crossing the bridge, a kid will stop you and you'll receive **Magic Powered Locator LV1** as well as the first treasure hunting hint. View the tutorial about treasure hunting sidequest. The first treasure can be located in a "really high" place in Tosca. Proceed to the left side of the screen and climb up the ladder to reach the tower. Pick up the glowing item on the floor to obtain **Dark Crystal Staff** and **Dark Crystal Ring**. You just completed the first treasure hunt (1/24)



If you have noticed, there are scattered Kelolon statues here that will be part of a little sidequest later on. Take note of their positions. Finding all the statues is a must to obtain a very important spell for easy level grinding. Don't worry, I will provide instructions along the way.

Climb down, go northeast across the footbridge. Get the 500G from the urn and approach the old man Tiberio to unlock the "**The Hero**" (#16). You will also get a hint for the 21st treasure. Now go to the waterfall. Examine the nearby urn first to get a **Seed** (48). Then go to the right and jump to the other side and walk around behind the waterfall to find another statue and a glowing item on the ground. Pick it up to get **Medusa's Head**. You have just completed the 21st treasure.



Backtrack to the other side of the village and proceed north but don't leave the village. Obtain a **Healing Tank** from the urn along the way. Find a ladder to the left of the two Kelolons. Obtain 500G from the chest.



Now backtrack a bit then enter the first house to the left.

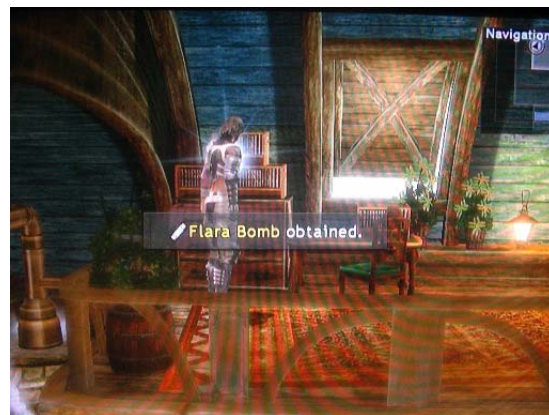
Mountain Village Tosca / Old Man Bosso's House

Probe the urn to the far end of the house to get (x4) **Seed of Terror**. There is also a pipot in the upper level of the house but since you don't have that much seeds to render the rewards, ignore it for the meantime. There is also a kelolon statue behind the ladder in case you haven't noticed yet. Exit the residence. Enter the next house.



Mountain Village Tosca / Deeno Family House

Climb up the ladder. Get **Seed** (49) from the urn and a **Flara Bomb** from the drawer. The Kelolon statue is located to the left side of the house.



Mountain Village Tosca

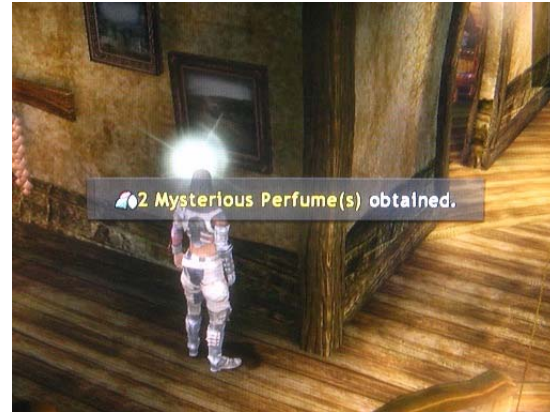
Proceed to the SE part of the village, near the savepoint. Approach the two people to unlock the dream "*The Bread of Grandma Coto*" (#17) Enter the inn to the left this time.

Mountain Village Tosca / Tolt's Inn

Watch the scenes inside. Once in control, open the two closets to get **Aquara Bomb** and **Seed** (50). Examine the paintings to the upper right to get (x2) **Magic Sealing Feathers**. Save at the save point.



Exit your room then enter the adjacent room. Get the **Slot Seed** from the chest behind the old lady. Open the closets for a **Cure-All** and **Seed** (51). Exit the room and examine the paintings on the wall to get (x2) **Mysterious Perfume**.



Go downstairs and approach Tolty for a conversation. After that you will find yourself in your room and you're ready to set out. Exit the room and find the ringmaker Trace. Forge some rings that you don't have yet. There is also a merchant on the other room, so make sure you upgrade your equipment as well. Exit the room and talk to the girl Tenka and agree to pay your respects for the kelolons.

Mini-game: Kelolon Statue Hunting

There are 16 Kelolon statues in total and you will have to place wreaths around them. If you have explored this little village, you should know their locations already. The catch here is that some of the civilians here will be blocking the path to reach them and you will need to wait for them leave their positions.

You will receive rewards for every 4 statues you successfully placed your wreath. Paying respects to all 16 statues will reward you with the spirit spell Gamble which is a necessary spell for the easy level grinding later on. I will list the locations of the statues but you will have to rely on the timings on when the civilians leave for yourself.

You'll start in the plaza itself.



1. The largest statue in the center of the village
2. Above the watchtower to the southwest corner of the village.



3-4. Two of them are near the waterfall
5. Behind the waterfall



6. Behind the inn
7-9. Take the ladder up behind the inn.



10. Inside the inn, second floor
11. Across the footbridge, eastern side





12. Inside old man Bosso's house, behind the ladder



13. Inside Deeno's family house, left side



14-15. Near the northern exit of the town.



16. Up the ledge to the left, near the northern exit.

Once you have all of them, you will get the following: 3x **Kelolon Heart**, **Slot Seed**, **Seal Blocker** and **LV2 Spirit Magic Gamble**. Exit north of the town after saving and obtaining your rewards. Select Northern Cape as your next destination first.

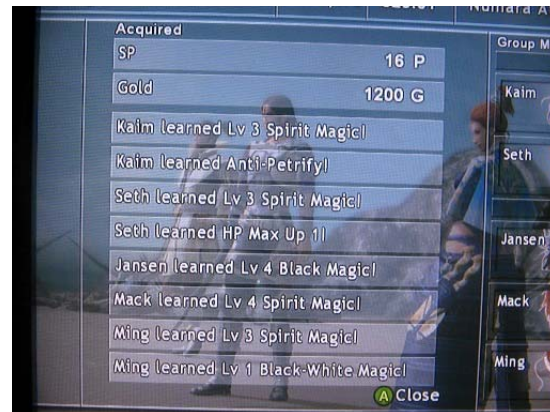
NORTHERN CAPE

Follow the path to the north and watch out for a chest to the left, by the grass. Obtain a **Lion Heart** from it. Continue to the cliff and have a short conversation. This is the place on Kaim's dreams. Backtrack to the split path and examine the glowing item to the left rocks. Pick up the **Cubic Music Score 4**. Exit the area and head to another optional location this time. Choose Numara Atoll from the world map.



NUMARA ATOLL

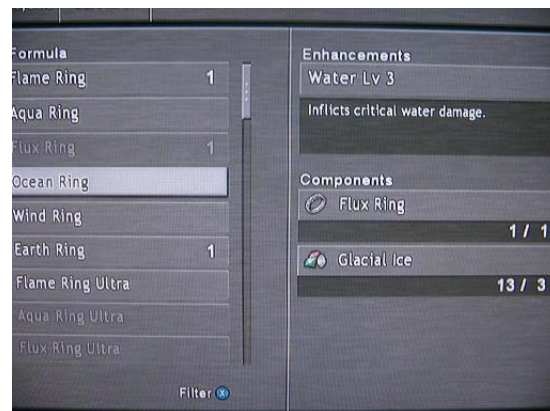
Alright, here is where you can level grind and master all the skills as early as now. For starters, at this point you should already have mastered **Casting Support for Kaim and Seth**. If you still haven't, link with Cooke and have a few battles in the Crimson Forest until you master it. Also, have Ming master **LV2 Spirit Magic** using the **Bronze Spirit Band**. After she masters it, you can have Jansen or Cooke use it to cast **Gamble**. Gamble is a spirit spell that deals random damage. As you level up, the probability to inflict 1000+ DMG increases so you will only have a few challenges while doing this on lower levels.



The enemies of interest in the atoll are the *Silver Kelolons*. If you are lucky, you could have encountered one back in the Crimson Forest though they are more abundant here. They appear alone or as pairs. Every battle won will increase your level by one until you reach level 40. They also leave 8 SP each so expect to master a lot if not all skills that you can unlock at this time. Another enemy lurking in the atoll is the Hell Shaker. This cheap beast has almost 9000+ HP and has really high damage - this is worth 3SP and few hundred gold. Escape from this beast using the Turn-Tail skill.

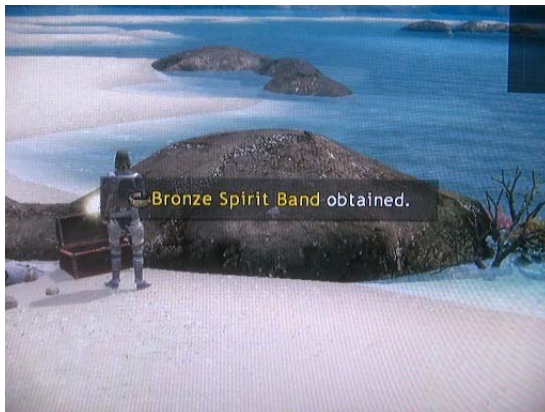


Aside from that, Silver Kelolons drop **Rainbow Corals** and **Glacial Ice** that are used to create **Flux Rings** and **Ocean Rings**. Not only that these are more powerful versions of Aqua Ring, it also unlocks LV2 and LV3 rings that ringmaker Trace can assemble.



For every successful battle with Kelolons (1 or 2), your entire party gains a level. This is applicable until they reach LV40; that is where the experience are somewhat slowed down until you reach the standstill on LV49 where you can only get 1 Exp from battles. The SP and gold gained is unaffected by this. Each Kelolon drops 8SP and 600 Gold. Defeat them both and you'll have 16SP and 1200G easily. You will be really busy as you level up since more and better skills will be unlocked. Jansen unlocks "**2 Accessories**" at LV31. Master it and your immortals can equip two accessories at the same time, further enhancing their abilities and making it faster for them to learn skills. Cooke also learns **Reduce Casting Time 1** at LV31 or better yet, **Reduce Casting Time 2** at LV46. With these equipped, Ming and Cooke can cast Gamble immediately or faster than the Kelolons' turns without the aid of Casting Support. Jansen learns the **Double-Cast** skill at LV52.

Now before you forget, grab the two chests here, each are located in the NE (**LV2 Spirit Magic: Regenerate**) and NW (**Bronze Spirit Band**) corner of the area.



Alright, for the instructions (if you still haven't figured it out yet) is simple. Have Seth and Kaim use Casting Support to any of your spellcasters. Mack has Gamble since Spirit Magic is his innate skill so you can use him as a third caster in your fighting formation.



Now take note of the casting speed. Cooke is probably the fastest, followed by Jansen or Ming and finally Mack. With the first three, expect that they can cast Gamble before the enemy turn, after receiving Casting Support. Mack however will most of the time come in after the enemy turn; which he never does his thing successfully because the enemy has already fled. Do this an you'll be in your way for being unbeatable (for now at least) Though it will probably take you 3-4 hours, it will be worth it.

Exit to the world map and choose the **Old Sorceress' Mansion** as your next destination.

Lost Odyssey

OLD SORCERESS' MANSION

In the frontyard, head to the left and get Soul Medicine from the chest. Enter the haunted mansion after that.

Old Sorceress' Mansion / Entrance Hall

A spirit will run towards the left door. Check out the pulsing object to the NE and obtain **Poem Fragment A**. A part of a poem will be displayed on screen. Open the chest to the NW for a **Cure-All**. Save at the savepoint. Exit to the northern door first.



Old Sorceress' Mansion / Courtyard

As you enter, Jansen will notice the holes and the symbols on the floor. Yes, there is a little puzzle solving to do here. Once you have control, circle around the bushes to open the two chests to the left and right sides. Get a **Bow Plate** from the left and a **Cure-All** from the right. Go back to the Entrance Hall and take the door to the left.



Old Sorceress' Mansion / Hallway (West)

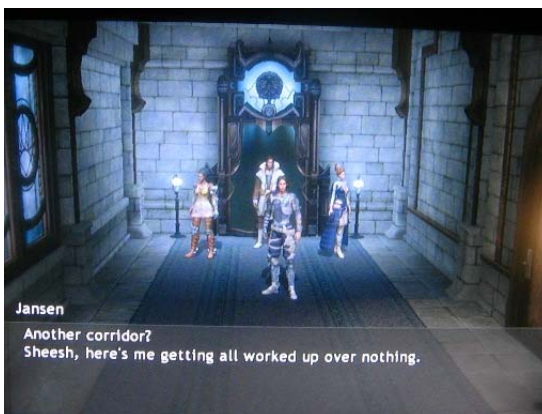
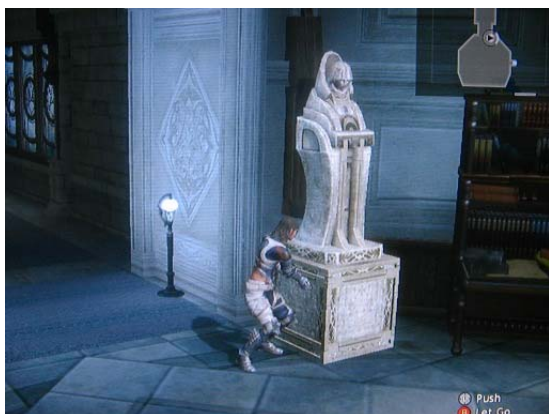
The same spirit will go through the large mirror to the left. Examine the bookshelf to the left for Kaim's quick flashback. Examine the sparkling object on the table to the right to get **Poem Fragment B**. Ignore the chest trapped between the rubble for the meantime. Head north along the hallway. Each door here contains enemies that will trigger event battles when you open them. You'll need to open the door in the middle and defeat the enemies to acquire the **Larger Mirror Jewel**.



Backtrack to the large mirror and your party will use it to fit in the missing part of the mirror. The mirror will serve as a portal to the past so enter it to proceed.

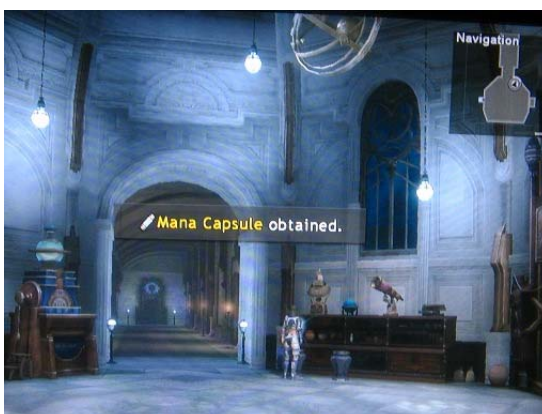
The Past within the Mirror / Hallway (West)

The place will be completely in pristine condition. To start off, move the nearby statue to the right. Now continue all the way to the north past the mirror. You will be transported to the opposite side of the mansion.



The Past within the Mirror / Hallway (East)

Continue walking to the southernmost part of the hall. Examine the two urns there to obtain **Mana Capsule** and **Winda Bomb**. Exit to the door to the west.

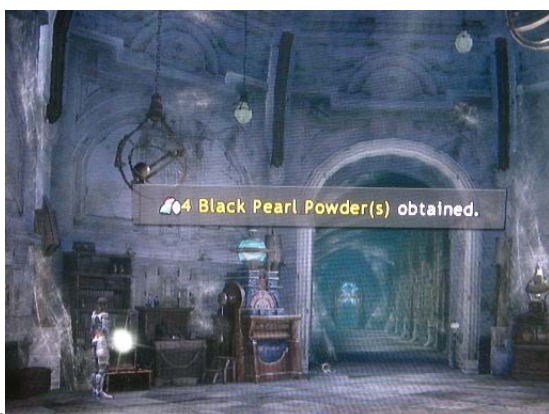


The Past within the Mirror / Hallway Entrance

Go upstairs and open the chest to get **Grounda Bomb**. Ignore the clock for the meantime so backtrack to the Hallway (East) and enter the mirror to the right to return to the present.

Old Sorceress' Mansion / Hallway (East)

Get (x4) **Black Pearl Powder** from the chest. Continue north and pickup the sparkling object at the end of the hallway to get **Poem Fragment C**. Run back down and exit left to the Hallway Entrance then enter the left door again to reach the Hallway (West).

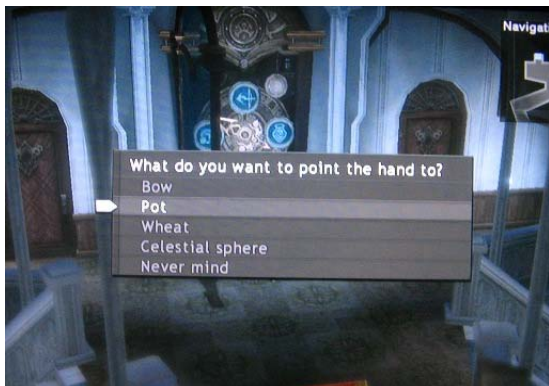


Old Sorceress' Mansion / Hallway (West)

Now that the chest is accessible, open it to obtain **Celestial Plate**. Take the mirror to the left to return to the past again, then exit to the Hallway Entrance, up to the second floor.

The Past within the Mirror / Hallway Entrance

Examine the large clock upstairs and turn the pointer to the Pot symbol. Now take note of the positions of the symbols now. The compartment below will open and you will receive **Red-Copper Band**. The two doors nearby will be unlocked as well. Enter the room to the right first.



Open the chest to get a **Soul Medicine**. Approach the tables to the right for another flashback. Exit the room and enter the other one. Approach the bed for yet another flashback then open the chest to get the **Wheat Plate**. Now you have both, make your way to the eastern hallway and use the mirror to return to the present.



Old Sorceress' Mansion / Entrance Hall

Save your game then proceed north to the courtyard.

Old Sorceress' Mansion / Courtyard

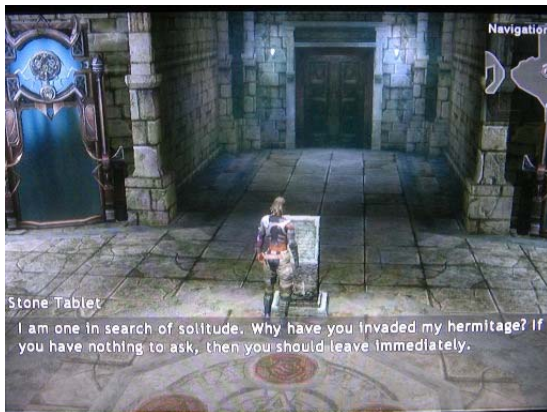
Here, the plates you collected will play its part. You will need to follow the clock's arrangement to unlock the gates. Put the Wheat Plate to the right, the Bow Plate to the left and finally the Celestial Plate down. The gates will open as well as the entrance for a secret compartment below. Pickup the glowing object to the NW to obtain **Poem Fragment D**. Descend to the newly opened path.



*Thus all that lives does flow
Thus do they fade away;
Warmth brings no solace
Nestled within the sadness
I will be back.*

Old Sorceress' Mansion / Old Sorceress' Hermitage

Examine the stone tablet in the middle to proceed. The Celestial Plate will be highlighted. The logic here is simple; you'll just need to find the same lighted plate and step on it. There are four mirrors here, each leading to different platforms. Starting from left to right, let us just label the mirrors A, B, C, D. You will need to enter the mirrors in the following order: **B-D-C-A**. Remember that after entering mirror C, there is a lever to the left wall. Move it and a cubicle will create a path nearby.



After activating all the plates, the stone tablet will crumble. Do not enter the main door yet; instead, enter the mirror B and enter another mirror to the left. You will exit to the other room where mirror C leads. Take the path down to the southeastern-most corner of the map to reach a chest. Get a **Goddess Medicine** there. Head north a bit then enter the mirror to be taken to the other side and reach the chest containing **LV3 Spirit Magic: Lost**.



Backtrack to the Hallway Entrance and save your game. Prepare for a boss battle. If you have level grinded a while ago, then this should be an easy battle.

Lost Odyssey

TARGET(S):
TYPE/ELEMENT:

BODY OF THOUGHT (x4)
MAGIC/ ALL

ITEM(S): NONE
SP/GOLD: NONE



In this battle, the boss is not the sorceress herself but the four targets around her. The only move she has is "Scream", which changes the elemental affinities of the BOTs (Body of Thoughts). The BOTs also has a "mine" skill active meaning that any physical attacker will also receive a relative amount of damage when the BOTs are attacked. Also, they won't attack your party but will entirely focus their attention to the sorceress. You'll need to move quickly since that 1100 worth of HP will only last for a few good turns. If you have high level, just attack them (ignore the "mine" damage) and cast Prisma. Alternatively, you can use Gamble for random, non-elemental damage. Each of them has 1550 worth of HP so make sure you concentrate on one bot for your attackers while at least one of your magicians splash out all-damaging spells. After the battle, watch the scenes.

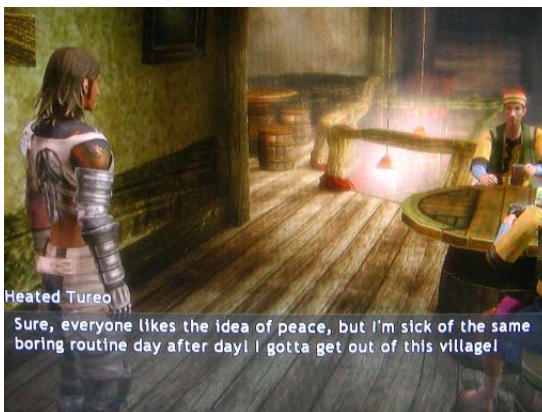
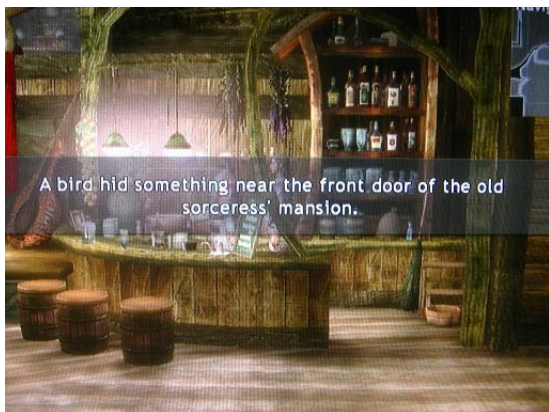


You will also get Sarah as an additional characters. Sarah will be the last immortal you'll have in your team. She'll start off as a LV25 mage. She won't have that much skill slots, unless you saved some Seed Slots for her. One quick tip is to have her link and master Jansen's 2 Accessories skill so that she can learn skills faster. Bring her to Numara Atoll for some quick level and skill boost. Though your next destination is the Black Cave, head back to Tosca Village for some extra stuff.



MOUNTAIN VILLAGE TOSCA

Enter the inn first and talk to Tolty to get a hint for treasure #2. Head to the second floor and approach the two guys drinking. The dream "*So Long, Friend*" (#18) will be unlocked. Alongside with that is another hint for treasure #22 will be available.



Exit the inn and proceed to the Deeno Family House. Talk to the old man to receive your hint for the #3 treasure. You can only get hold of #2 and #22 treasures for the meantime so head out first to the Old Sorceress' Mansion.

OLD SORCERESS' MANSION



In the front yard, proceed to the left where you have opened a chest earlier. The marker should be obvious in the map. Just search behind the bushes to get treasure #2 **LV4 Spirit Magic: Virus**. Head out back to the world map and select the Northern Cape as your next destination.

NORTHERN CAPE

Head straight north to the cliff for a short conversation. After that, the treasure marker will appear in the lower left part of the cliffs, from your position. Examine the grass to get **LV3 Spirit Magic: Ailment Void**. Treasure #22 obtained! Exit the cape and proceed to the Black Cave.



Lost Odyssey

BLACK CAVE

The Black Cave / Maze of Darkness

Save your game and proceed to the gate. Sarah will open it for you. Proceed further north and an event battle will ensue. These guys shouldn't be that much of a problem. After that, examine the corpse to learn clues about the cave. Continue heading north, straight along the path until the path turn east. Grab **Stone Beast's Thorn** from the chest in the northeastern-most part of the area. Now follow the path leading to the west. Head north a bit and approach the human remains along the way. The dream "*The Tragedy of the Butcher General*" (#19) will be unlocked. Go down south, past the wind tunnel to reach a dead end. Pick up the glowing object on the ground to get **Goddess Medicine**. Follow path north until it goes uphill.



Before crossing the footbridge to the east, continue south to stumble upon another chest. Get (x3) **Giant Feelers** from it. Cross the footbridge and jump to the SE platform to get **Seed** (52) from the chest. Exit to the north.



The Black Cave / Foul Swamp

Go north a bit and your party will pick up a firefly. It doesn't have any use at this moment so let us just get the items here. You can walk over the slime but don't stay on it too long or you'll get damaged. If you head to the east, by the wind tunnel, there is glowing object there. Pick it up to add 500G to your coffers. The chest up in the rocks to the NW is unreachable at the moment so leave it at that. Now head to the eastern side of the swamp to find another chest containing **Power Drink**. If you lost your firefly after passing beside the wind tunnel, just approach their nest and get another one.

Exit to the north.



The Black Cave / The Great Hall of Foul Creatures

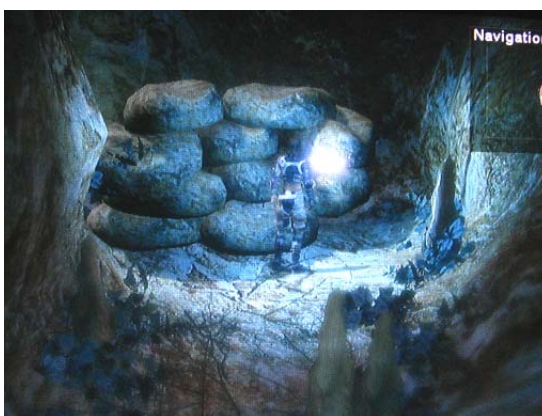
Head north for a scene. After that, follow the path. Don't take the eastern path/exit yet but instead continue along the path to reach a chest containing **Scroll of Dissection**. Backtrack a bit then exit to the east.

The Black Cave / Helltrap

Here, your firefly will prove its worth. There are holes scattered along the way and you'll need to be a few feet away from them for the firefly's light to illuminate them. If ever you fall into one, you'll be back in the Foul Swamp and will need to make your way back here again. Also, do not run. Hold the B button to force Kaim to walk. Alright, just follow this path. Avoid passing through the wind tunnel along the way. Take the alternate path to the left so that your firefly doesn't get blown away.



Continue along the path until the way bends to the opposite direction. At the end of the wind tunnel to your left is a chest containing **LV4 Spirit Magic: Refresha**. The only downside is that your light will be blown away. Worry not; the holes are usually found in the large, open areas. Hug the walls as you make your way to the next firefly nest to the SE. From the nest, take the exit nearby to go back to the Foul Swamp. Ram the pile of rocks here to open a shortcut. You will need that later. Head back to Helltrap.



Walk slowly SW from the nest and you'll find three smaller holes together. Jump down the upper left one to reach the unreachable chest earlier in the Foul Swamp. Get the **Soul Medicine** from the chest and take the shortcut to the west to return to Helltrap.



Now, take the main path going up then follow it to reach a dead end. Examine the glowing object to obtain **Blinding Powder**. Jump down to the main path going north. Take it to reach a savepoint and a chest containing **Seed** (53). Save your game and head to the next area.



The Black Cave / The Great Hall of Foul Creatures

The marker for the 3rd treasure will be blinking nearby. Pickup the glowing object first on the first corner to get **Cure-All**. Pickup the **Curse Blocker** and the 3rd treasure hunt will be completed. Now, if you haven't taken your time level grinding in Numara Atoll, punish yourself by having your immortals learn the Anti-Curse skill from the Curse Blocker. It will be necessary for the upcoming bossfight. If you have a high level at this point, just proceed without any worries. Continue following the path and ram the obstacle to trigger a scene.



The alien looking enemies will run around like crazy. Defeat at least three (waves) of them at the Kaim will mention about taking down the leader (you can spot the queen earlier even without fighting the lesser minions) Enter a battle with the red-eyed queen to start the real boss battle.

TARGET(S):
TYPE/ELEMENT:

ROUGH QUEEN, ROUGH SERVANT (x4)
ORGANIC/ EARTH

ITEM(S): SLOT SEED
SP/GOLD: NONE



For starters that didn't took the time to level grind as suggested in this guide, you'll have a challenge here. The attacks of these enemies causes curse, petrify and virus. Not to mention that their attacks are really damaging. When the queen uses Pheromone to one of the servants, that servant will have increased abilities. Its allies will attack the charmed servant out of envy but it won't be a cheap way to win. Heal and recover often; have your casters use Refresha or Wall to recover the front row's GC. The queen will also use the skill Cry to call reinforcements if her original group of servants are eliminated or reduced to 1 or 2. The reinforcements doesn't recover the GC and you can also pummel the queen with Gamble. Having Wind enchanted rings for your attacks is a good idea also to quickly get rid of the enemy wall.

You can also steal an extra Slot Seed from this enemy, which is very helpful if you are planning to use Sarah in the long run. The queen will also flee from battle if its HP is on critical level and if you haven't defeated it successfully. If you hunt it again, it will have 4 servants again but its HP will still be the same when you left it off. Defeat all of the enemies to end the battle.

Open the gate to exit to the world map. Select the Merchant Town Saman as your next destination.

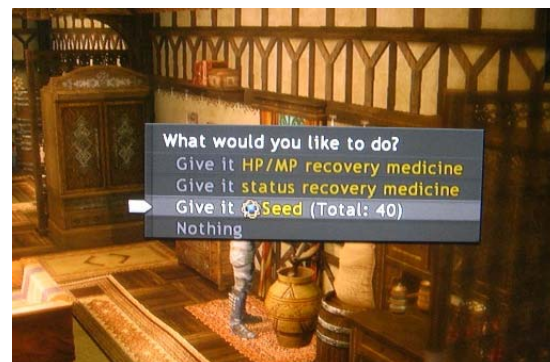
MERCHANT TOWN SAMAN

Saman / Mainstreet

Save first then enter the first house to the left.

Saman / Erlio Family House

Probe the urns to the left side of the house to get **Seed** (54) and **Antidote**. There is also a pipot on the right side of the house though you probably don't have anything worth trading yet. Open the nearby closet to get 500G Exit the house and enter the inn to the right.



Saman / Kersen's Inn

Head to the lower right room. Obtain **Seed** (55) from the corner. Head upstairs and open closet to get (x6) **Generators**. Enter the west room first. Get (x5) **Sticky Tapes** from the urn on the SE corner of the room. Enter the other room and get **Seed** (56) from the urn in the upper right side. Exit the inn.



Saman / Mainstreet

Enter the second building to the left.

Saman / Emelo's Tavern

Get **Seed** (57) from the urn in the far north end of the tavern. Return to main street.

Saman / Mainstreet

Checkout the stall on the north part of the town. Talk to Dandy the Crow. Spend your cash until you get the **Awakening Bracelet** from the bird's random choices. *This bracelet increases your skill slots by 3 so learn it immediately!* Examine the urn beside the stall to get **Pixie Flower**.



Continue west; examine the urn beside the empty stall and a girl to get **Seed** (58). Find another **Seed** (59) from the urn in the middle of the two houses. Enter the first house first to the right.



Saman / House of Riordan the Merchant

Examine the nearby urn to the left to get a much needed **Slot Seed**. Probe another urn by the window to get (x3) **Whetstones**. Open the safe for a short conversation and to obtain **Secret Ledger**. Open the closet to the left to get 1000G. Exit the house and enter the shop nearby.



Saman / Audun's Item Shop

Get **Seed** (60) from the urn to the left. Approach the guy nearby to unlock the dream "*The Story of Old Man Greo*" (#20). Upgrade your party's equipment here and restock items if needed. Exit the shop then try to head west.



Saman / Mainstreet

Try to head west. The man there will stop you and will ask you to find the captain. Make your way back to the inn. Before entering the inn though, enter the Erlio Family house to the left and trade your seed to the Pipot inside. You will get **Power Bangle**. Enter the inn.



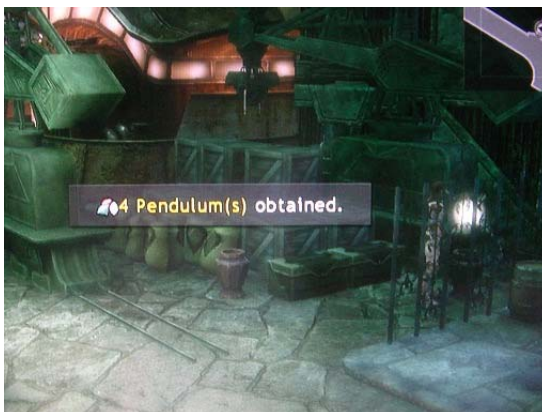
Lost Odyssey

Saman / Kersen's Inn

Talk to the guy in the lower right part of the inn for a short conversation. The captain will return to the ship afterwards. Exit to mainstreet and keep heading west until you reach the port.

Saman / Port of Saman

Probe the first pot to the right to get (x3) **Beast Hide Rasps**. Go further north and find another two urns to the right. Obtain (x4) **Pendulums** and 500G. Approach the people for the next scenes. Agree to board the ship after making sure that you haven't left anything undone behind.



Samanese Sea

Watch more scenes. After a short while, you will have an event mini-boss battle.

TARGET(S):
TYPE/ELEMENT:

MANTALAS, MANTA (x3)
ORGANIC/ WATER

ITEM(S): BUG'S STOMACH
SP/GOLD: NONE



Having Bio and Earth Rings or better versions of them would be very helpful in this battle. Their attacks cause occasional paralysis as well. As usual, Prisma and Cut Down will be very effective here in withering the enemy GC. Use Refresha or Walla to recover your party's GC as well. The Mantala will jump off from battle after calling reinforcements using Bizarre Howl. Once it reappears, pound it with all your most powerful attacks. It should take that long to defeat the Mantalas and ending the battle.

After the battle, you will also unlock "*Seth's Dream Part 2*" (#21) after more scenes. You'll be docked at your next destination automatically.

EXPERIMENTAL STAFF

Samanese Merchant Ship

Before checking out the floating base, enter the cabin of the ship first. Check out the merchant and buy the two spells available here (**LV5 White Magic: Shieldus and Barricadus**). Open the closet to the left also for a **Seed** (61). Use the savepoint here as well. Head out to the Experimental Staff.



Experimental Staff / Marine Division

Walk to the right and follow the path. On the split path, take the one leading SE and reach a chest with **Slot Seed**. Continue NW, then follow path until you reach another split path. Take the path SE to reach another chest with (x6) **Generators**. Backtrack and continue NW to the entrance.



Experimental Staff / Power Division

Here, Uhran Guardsmen will be one of your common enemy encounters. There are some paths and chests here accessible only if you have a **Gate Pass**. Make sure you steal at least five. Continue east for a scene. Head north for the meantime and grab the chest containing a **Cure-All**. Exit to the west.

Experimental Staff / Operation Division

Continue west to overhear a conversation between two technicians. Go upstairs and activate yet a short scene teaching you how to use the cranes and lifts. Go to the west this time, and step on the red lighted platform to reach the southern ledges. Head east, activate the crane to reach the chest containing **LV5 Black Magic: Aqua Mine**. Continue west and you should find a chest with a barricade. Fight some random battles here until you collect enough Gate Passes. Use one on the nearby terminal to remove the barrier. Get **Knight's Earring**.

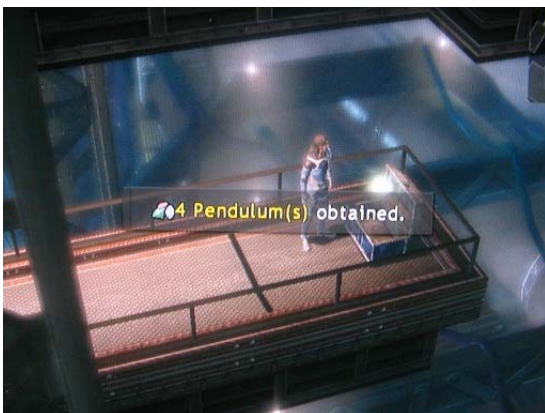
Lost Odyssey



Head south a bit without leaving the area, then go downstairs to the left. Activate the crane to reach a chest containing (x3) **Bug Stomachs**.



Head to the NW part of the area and take the ladder down. Walk east to find a chest containing (x4) **Pendulums**. Now climb back up, activate the crane to create a pathway, then use a Gate Pass to remove the barrier. Take the elevator up.



Experimental Staff / Upper Division

Go north first then take the ladder down to get to a chest with (x5) **Gutsy Clothes**. Climb back up and head south. Use another Gate Pass to the terminal to reach a chest containing **White Lotus** and **White Lotus Ring**. Operate the nearby crane for you to cross east. Continue east to eavesdrop to another conversation.



You'll need to do some repetitive stuff here. We will call this your starting point since you will come back to this spot in order to get the items and proceed further. First, activate the crane to lift the large container. Then ride the platform to the right. Operate the crane again to lower the container down. Now ride the platform again and since the container is blocking the way, you should be able to walk off to the ledge. Make your way east then ride the platform all the way to the right. Take the ladder down to get the chest containing (x4) **Beast Hide Rasps**. Backtrack to the starting point.



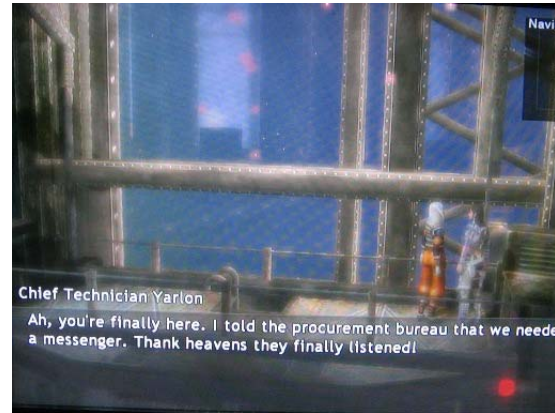
Do the same thing to reach the other ledge. Raise the container, right the platform to the left, lower the container again and ride the platform and get off to the ledge to the left. Continue following this straightforward path until you reach the crane controls to the easternmost side. Activate it to lower the container. Backtrack to the starting point.



Now do the same thing to reach the ledge to the right. Ride the platform you used to get to the chest earlier and since the container is blocking the path, you should be able to drop off to the south. Operate the crane to the SE corner to create a shortcut, then use a Gate Pass to deactivate the barrier. Take the elevator down to Operation Division first. Deactivate the barrier there and exit SE.

Experimental Staff / Outer Division

Go down the ladder, cross the ledge to the left then climb up again to talk to the technician there. *He will send you off to fetch a message to another technician below.* Backtrack to where you started then take the ladder down. Push the crate off the edge, then activate the switch nearby to lower the platform. Now cross it and pull the crate blocking your path all the way to the right. Activate the switch again to raise the platform then push off the crate again. Cross the platform again and talk to the technician there. He will also send you off to deliver another message. Make your way back up to the Operation Division



Experimental Staff / Operation Division

Take the elevator up to the Upper Division. From there, take the SE exit to reach the upper Outer Division.

Experimental Staff / Outer Division

Take the left door to reach a chest containing a **Fire Charm**. Exit out and go upstairs. Follow the path to reach a chest and a save point. Get (x4) **Paraweed Needle** from it. Save your game, then take the ladder down. Activate the switch to reach the technician on the other side. Talk to him to obtain (x11) Beat Stones. Use it to create a **Hammer Ring**. Climb back up and enter the door to the left.



Experimental Staff / Glass Chamber

Approach the waiting boss to activate the scenes. After that, you'll be thrown in a scripted boss battle.

TARGET(S):
TYPE/ELEMENT:

GONGORA
NONE/NONE

ITEM(S): NONE
SP/GOLD: NONE



This is a scripted battle where you can't win. Your objective is to survive for five turns. Again, if you have level grinded earlier, this is no problem. If not, you'll need to dish out all your best defensive and healing spells in this battle. Take note that this guy ALWAYS acts first. So its no use to guard, unless you have Guard Heal set to your characters. On the fifth turn, he will cast Pain Surge that will automatically defeat your party. Watch the following scenes.

Once in control, you'll discover that you have 12 minutes to escape. Also, the game will mention that the time will continue ticking during enemy encounters so make sure you defeat any as quickly as you can. Exit south.

Experimental Staff / Outer Division

The save point will not be here anymore go downstairs and enter the first door.

Experimental Staff / Upper Division

Head west then exit to the SW. Follow the stairs down and enter the door.

Experimental Staff / Operation Division

Make your way to the east and exit the area.

Experimental Staff /Power Division

Continue east, jump across the gap. Go down the ladder then cross the other side. Grab the **Power Drink** from the chest and go down another ladder. Open the chest to the lower right to get **Red Snake** and **Snake Ring**. Take the ladder down to the left. Walk NE to exit the area and east again to escape.



Watch the following scenes. **Congratulations for clearing the second disc!** You'll also get another easy 125 Gamerscore points added to your profile. Save your game and load your third disc to continue on.

DISC 3

MERCHANT TOWN SAMAN

Saman / Port of Saman

Once you set foot, you can now enter the Emporium to the right. Enter it.

Saman / Oreego's Emporium

There are no new items here so check out the shop if ever you need to resupply. Ringmaker Trace is here so check out if you can create some new rings from him. Check out the urn to his left to get **LV5 Spirit Magic: Regenera**. To the right is another urn containing **(x3) Raging Beast's Eye**.



To the NW corner is another inn containing **Bind Healer**. To the NE is the gate leading to the auction house. This is where you can buy the items you have missed on one-time event locations (such as the Experimental Staff). Exit the Emporium and make your way to the Mainstreet.

Saman / Mainstreet

As soon as you enter Mainstreet, talk to the guy nearby and hand him over the Secret Ledger. Now enter the house of Riordan the Merchant.

Saman / House of Riordan the Merchant

Talk to the guy inside and get a **Solid Spartan** and **Spartan Ring** as a reward. Exit to the mainstreet again.



Saman / Mainstreet

Try to leave town to the south to initiate a short scene. Your party will be back in the inn.

Saman / Kersen's Inn

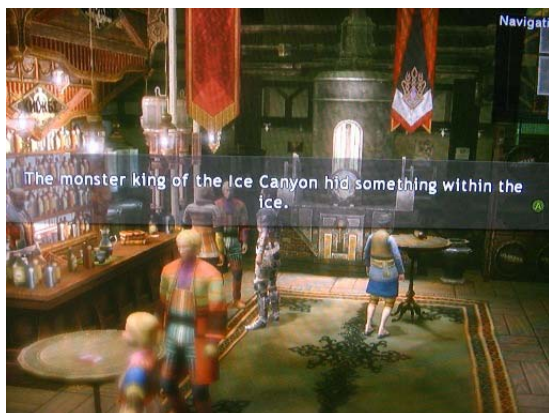
Once in control, examine the door and choose to disband. Your party will wake up the other day. Exit the inn back to the mainstreet.

Saman / Mainstreet

Talk to the vendor in the stall beside the large tree. The dream "*Bright Rain*" (#22) will be unlocked. Head west and talk to the group of people near the merchant's house. Talk to Talio and answer "Not at all". Go east back to the stall you checked out a little while ago. Find a glowing object there. Examine it and the missing money will be found. You'll get *General's Pain* as a reward. Talk to Talio again to get a hint about the 4th treasure.



Enter the Tavern to the lower left and look for Zamilo by the counter. Talk to him to reveal a hint for the 5th treasure. Exit the inn and enter Andun's Item shop before the exit to the port. Talk to Bale to get information about Treasure #13. Exit to the Port of Saman now.



Saman / Port of Saman

Go to the marker and pick up *LV5 Spirit Magic: Splitter*. 4th Treasure obtained! Prepare your party, exit the town and choose the Ice Canyon as your next destination.

ICE CANYON

Ice Canyon / Glacier Fang

Save at the savepoint then exit to the next area.

Ice Canyon / Ice Gorge

Go take the path uphill to the left. Get past two ice bridges to reach the chest containing *Seed (62)* to the NW. Cross the ice bridge, then head north a bit. Slide down to the slope. There should be a path going east. Find three monkey-looking creatures here called Elmons. Talk to them and learn from the Elmon Leader that the Elmon Crown is missing. You'll need to fight his gang to recover all the items stolen from you by the Elmons you encounter during normal battles. For now, leave them be and slide back down to the main path.

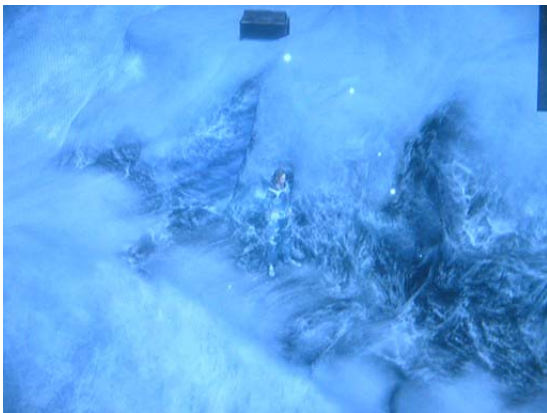
Lost Odyssey



Head north and the marker for the 5th treasure should be blinking nearby. Step in front of the frozen monster and your controller should vibrate at the exact spot where the treasure is hidden. Pick up **Water Charm**. 5th Treasure obtained! Exit north to the next area.

Ice Canyon / Blizzard Peak

Walk north a bit to pick up **Blazing Ruby** from the chest. Walk uphill to the NE, then head to the right. Run past the crevices and avoid getting hit by the jet stream. Circle around north then slide down to reach a chest containing **(x5) Tornado Leaves**.



Now get past those crevices again and slide down to the southeast of the path. Continue a bit to find another chest containing **Seed (63)**. Take the tunnel to exit back to Ice Gorge.

Ice Canyon / Ice Gorge

Take the **Cube Music Score 5** from the chest. Go back to where you came from.



Ice Canyon / Blizzard Peak

Slide back down to the main path. Circle around the path north, then continue west. There should be a path leading through the tunnel. Take it to reach a penguin and a chest. The penguin will jump off the ledge. Grab the **Warm Vest** from the chest. Now try to catch up with the penguin as fast as possible. It will be heading to its home to a small cave south of the entrance. Examine the little fella to get an **Amulet**.



From the cavern entrance where you found the penguin, go down SE. Jump from the platforms there, watch out for the jet streams as you do that. You will reach a chest containing **Earrings of Wisdom**. Backtrack a bit then head further west. Jump past two crevices then follow the path SW. Walk east then ram the pile of snow over a large crevice to block the stream and making it possible to go across. Continue west, save at the save point and prepare for a boss battle in the next area.



Ice Canyon / Snowy Plateau

Walk to the open area and watch a short scene. A boss battle will ensue afterwards.

TARGET(S):
TYPE/ELEMENT:

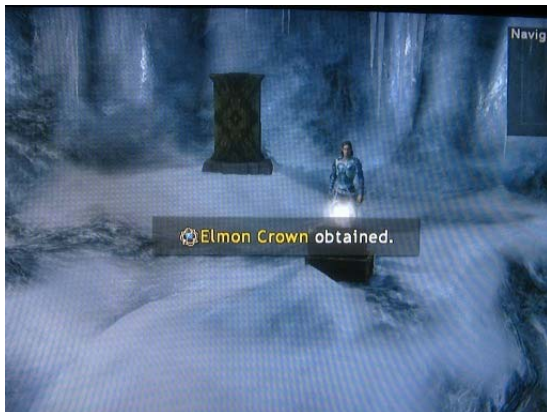
DINOZAORO
ORGANIC/NONE

ITEM(S): SLOT SEED
SP/GOLD: 10SP/8000G



This dino has a lot of HP, about 20000+. Well no worries; again for the nth time, if you have level grinded as early as disc 2 in Numara Atoll, this boss is just child's play. One of its attacks that you should look out for is Headbutt. It deals damage to your party and messes up your formation, bringing everybody up front. The second attack is Bind Voice that causes Formation Paralysis - making you unable to change your party's formation during battle. Its normal attacks alone does considerable damage and can eradicate your party easily.

For the normal tactics, cast All-Generate to your characters and other defensive skills. Heal with Zyphera and equip rings that provide you with the skill Bio Killer. Bio Rings are your first choice but there are better versions of it, especially the one Ringmaker Trace creates. Cast support skills like Powerus and Speeda to your main attackers and cast Mindus to your offensive spellcasters. Just continue attacking, keep everybody's HP above 50% and you should be safe. You can also steal its Slot Seed.



After the battle, find a hidden path to the NW. Follow it up to reach a chest containing the **Elmon Crown** the primates are looking for. Exit the area west. Before you go to your next destination, enter the Ice Canyon South area again. Save first then proceed to the Ice Gorge area.

Ice Canyon / Ice Gorge

Enter a battle with an Elmon among the enemy ground and guard. Let it steal the Elmon Crown you have recovered and go back to the monkeys in the northeastern side. Talk to the leader and you will be thrown in a battle with them.

TARGET(S):	ELMON LEADER, ELMON (x5)	ITEM(S): MIND BANGLE
TYPE/ELEMENT:	NONE/EARTH	SP/GOLD: 5SP/1000G



The battle isn't hard at all. The front guys have very low HP and one Prisma should be enough to eradicate the enemy wall. The leader has some powerful moves this time, including an All-Seal spell to silence your magicians. Have your magicians equip the Seal Blocker accessory or Anti-Seal skill so that they can ward off this effect. Just continue attacking with Wind Based attacks and rings and you should do fine.

Also, after this battle, any enemy elmon you encounter will not steal from your party anymore.

Note that the enemies here have some really good components that can be used to unlock more powerful rings. You can take time to steal some. Exit to the world map when ready. Choose Gohtza as your next destination.

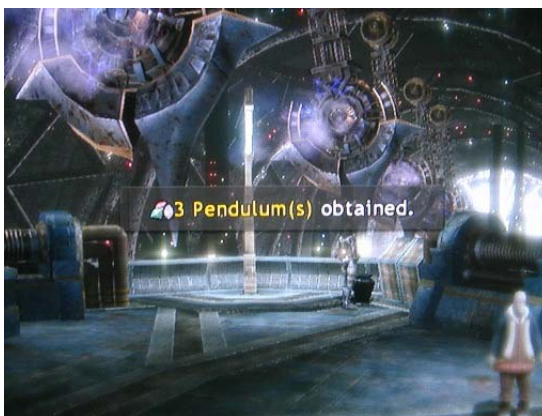
THE MAGIC INDUSTRY CITY OF GOHTZA

Gohtza City / Elevated Entrance

Nothing much to do here. Head north to the next area.

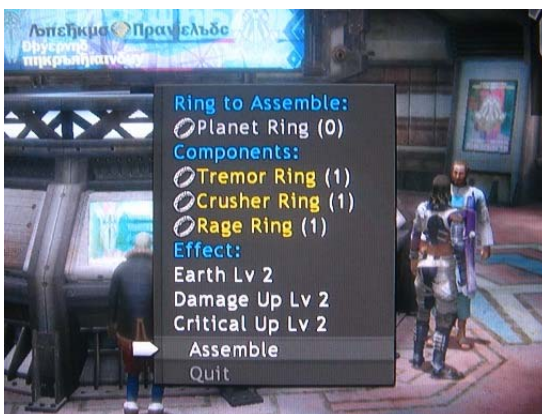
Gohtza City / Middle Town

Walk north to trigger a scene. After the scene, you'll be in front of a hotel. You can save there if you want. Walk north a bit then find an urn in the alley going to the right. Grab **Healing Tank**. Continue north. Don't take the elevator to the west to avoid triggering story related scenes that will make you miss the opportunity to grab some items. Head all the way to the north to find another urn containing **(x3) Pendulums**. Visit the shop afterwards.



Gohtza City / Store

If you missed to buy the two white magic spells (Barricadus and Shieldus) you can buy them here. The components here are the ones that will enable to create level 2 rings from Ringmaker Trace, which is also inside the store. The tool shop also sells Mana Bottles. Make sure you also leave at least 10K gold in your account to be used for a helpful sidequest later.



With that taken care of, head back down to the alley beside the hotel and take the elevator there to reach Low Town.

Gohtza City / Low Town

Go east then enter the small door underneath the stairs.

Gohtza City / Rosa's Restaurant

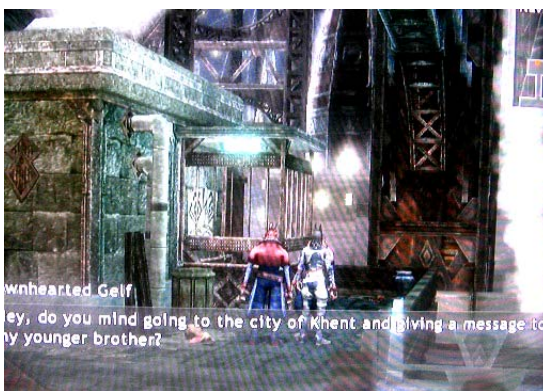
Examine the three urns there to get an **Aquara Bomb**, **Seed** (64) and (x3) **Kelo-Oil**. Exit the establishment after collecting the items.

Lost Odyssey



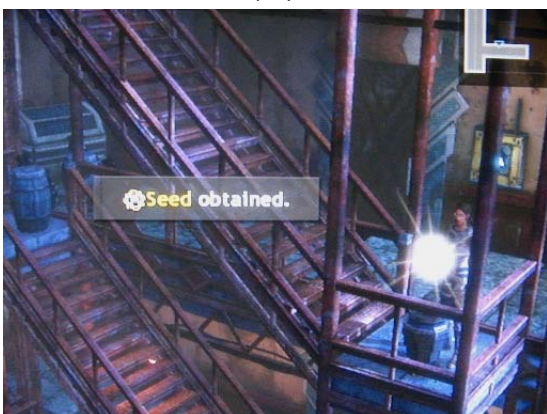
Gohtza City / Low Town

Go west, then north. Find an urn near the bridge. Probe it to get a **Mint Powder**. Proceed west this time, past the save point and find two Khents talking to each other. *Talk to Gelf and agree to bring his message to his brother back in their city.* We will get to that later, so for the meantime, examine the urn behind them to get 500G. Take the stairs to the left.



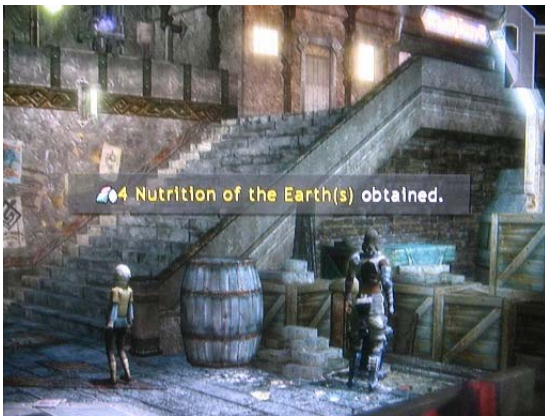
Gohtza City / Abandoned Apartment

Examine the container on the wall to get (x3) **Gutsy Clothes**. Go downstairs; grab **Seed** (65) from the urn. Get another **Seed** (66) from the wall container. Return to the surface.



Gohtza City / Low Town

Cross the bridge to the east, then south. Find an urn there, get (x4) **Nutrition of the Earths**. Go upstairs, then follow path south. Grab **Blazing Ruby** from the urn along the way. Head back to the save point in front of the Abandoned Apartment. Examine the elevator controls and select to visit 10F first.

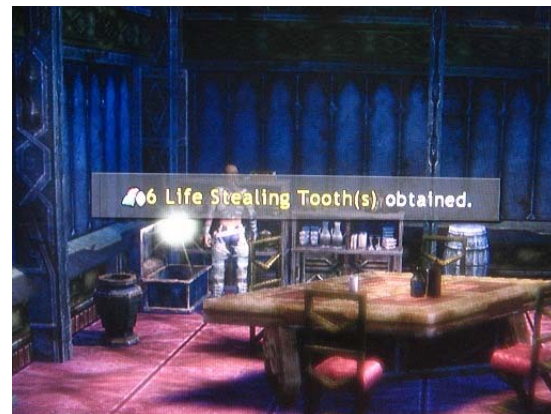


Gohtza City / Abandoned Apartment (10F)

Examine the urn nearby to get **Grounda Bomb**. Go north to checkout the shop first.

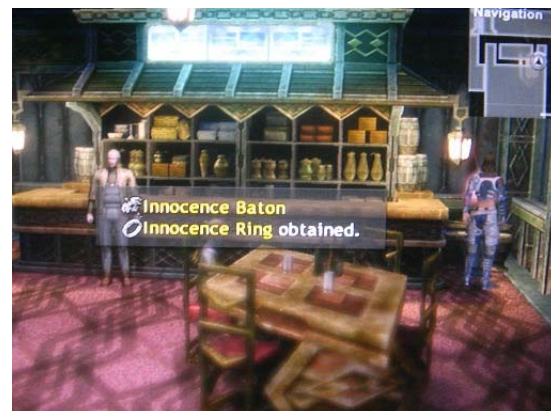
Abandoned Apartment (10F) / Raihel's General Store

Examine the urn behind the man to get (x5) **Incense of Distrust**. Go north a bit then enter the first room to the right. Get (x4) **Shark Skins** from the urn and (x6) **Life-Stealing Teeth** from the chest. For some reason, Ringmaker Trace is here as well. Exit the room and head north to the shops. The merchants inside won't sell you anything so just ignore them. Examine the urn in the corner to get (x3) **Winda Bombs**. Exit the shop and take the other room to the west.



Abandoned Apartment (10F) / Gambler's Hideout

Head to the west to reach the casino. Talk to the guy named Banion in the playing table. Agree to loan him some money and make sure you give him 1000 as your investment. You'll get a **Signed Loan Paper** as a temporary key item. Head to the lower right to reach the bar. Examine the urn to the far right to get **Innocence Baton** and **Innocence Ring**. Exit the room and enter it again. Talk to Banion again and do the same thing; lend him 1000G - nothing less. Do this 8 more times (until the total amount you loaned him reaches 10000G) and talk to him again to get 50000G as his payment. That's an easy 40000G for you. Take the elevator to **9F**

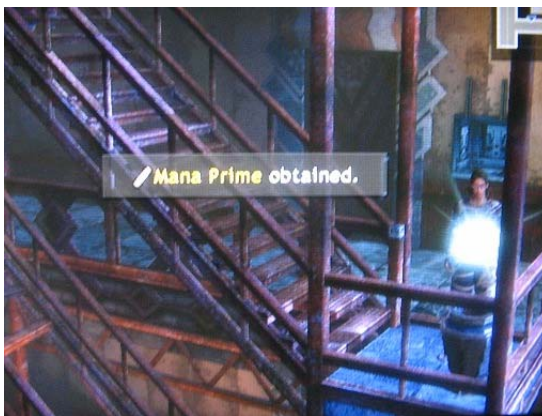


Gohtza City / Abandoned Apartment (9F)

Head north to find Bargel's Inn. Get **Seed** (67) from the urn there. Exit and take the elevator to **7F**.

Gohtza City / Abandoned Apartment (7F)

Walk around to the SE. Find **Mana Prime** from the urn. Go upstairs to the next floor. Go to the left side, open the container on the wall to get 1000G. Make your way back to the elevator at 7F. Return to the surface and save.

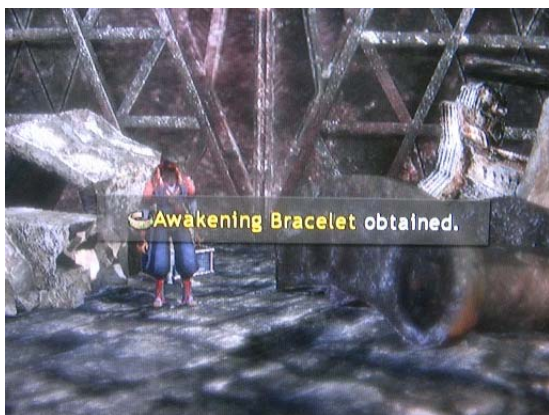


Gohtza City / Low Town

Make your way to the elevator and go back up to Middle Town. Exit the town to the south and back to the world map. Select the City of Khent as your next destination.

City of Khent / Bastion Gate

Follow the path and take the **Awakening Bracelet** from the chest behind a Khent Soldier. Now go to the right and talk to Giglef beside the bonfire and deliver his brother's message. You'll receive an **Obsidian Spirit Band** as a reward for your troubles. Return to Gohtza and make your way to **Middle Town**.



Gohtza City / Middle Town

Take the elevator to the west in order to proceed with the story.



Gohtza Station / Waiting Room

Get a **Seed** (68) and (x5) **Whetstones** from the two urns there. Try to get past the green booth for a scene. Return back up to Middle Town.

Gohtza City / Middle Town

Before you do anything else, make sure that all your characters are at high levels. As I mentioned before, if you have level grinded earlier, then just ignore this warning. If not, try to gain a few levels at least LV40.

Head northeast to the northernmost elevator. As you approach it, you'll encounter a scene. After the scenes, your party will be separated. Kaim and Sarah will be together, while Cooke and Mack will leave on their own to check out the train. That leaves your active party to Ming, Seth and Jansen. Once you have control, take the elevator.



Gohtza City / High Town

Continue east for another scene. After the scene, you'll be allowed inside. Continue east and talk to the guard to the right to open the gate.

Gohtza Palace / Meeting Chamber

Walk a bit to initiate a scene. After that, you will have Ming as your active character. Walk to the barriers and breach them by pressing A. Continue doing so to reach the King(?) Another scene will take place. Control switches over to Kaim and Sarah.

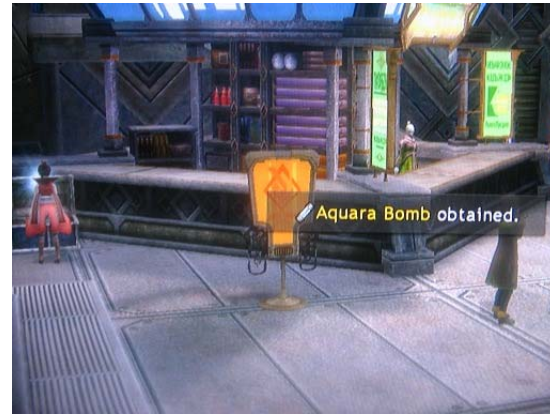


Gohtza City / Low Town

Head to the elevator leading to the abandoned apartment. Take the elevator to 7F. Once there, enter the northern room. Enter another room to the north to start another scene. After the scene, control switches to Cooke and Mack.

Gohtza Station / Waiting Room

Save at the savepoint, then get (x3) **Magic Crystals** from the urn. Go east and find a chest near the SE escalator. Open it for (x4) **Loud Bells**. Go to the NW corner and find a chest beside the shop. Get a **Aquara Bomb** from it. Take the escalator to the NE.



Gohtza Station / Platform (NE)

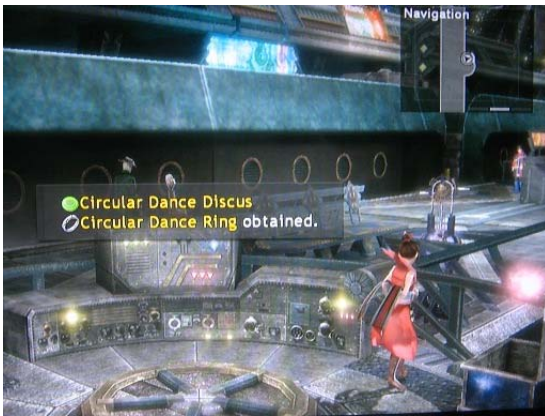
Head north to find a **Flara Bomb** from the chest to the right. Talk to the old lady twice to learn about the auroras. Exit the platform.

Gohtza Station / Waiting Room

Take the SE escalator (You won't be allowed in the middle) to exit to the platform.

Gohtza Station / Platform (SE)

Head north a bit then find a chest first to the right. Obtain **Circular Dance Discus** and **Circular Dance Ring**. Approach the first car's entrance to initiate another scene.



Aurora Bound Train

Examine the control panel twice and the control switches to Seth's party.

Gohtza City / High Town

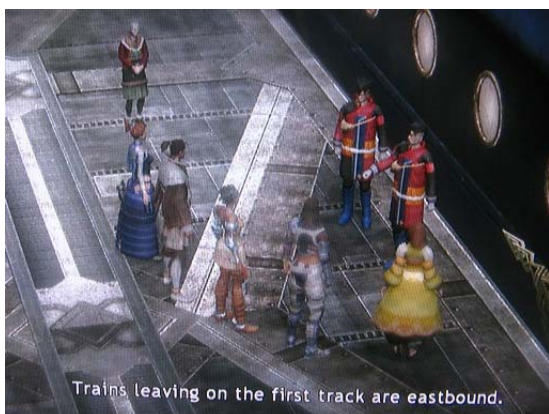
Watch the scenes. Once in control, take the elevator and make your way to the station.

Gohtza Station / Waiting Room

Attempt to cross the green booth for a scene. Kaim and Sarah will join the party again. Proceed to the middle escalator.

Gohtza Station / Platform (E)

Walk north for an event. Ming, Jansen and Seth will leave. Watch the scenes. As Kaim, take the middle escalator and proceed north where the event took place. There will be two chests there containing (x4) **Dark Flames** and **Mana Prime**. Exit back to the Waiting Room and take the NE escalator.



Gohtza Station / Platform (NE)

Approach the train car's entrance to initiate some scenes. After a short while, you will be in an event battle against two Land Walkers and Strikers. The Strikers have Sleep Shot that can cause sleep. Other than that, they just have generic attacks that don't do that much damage. Have Sarah cast her best "all-"black or composite magic while Kaim uses Cut Down or attacks. Having Machine Killer enhancements from rings are very helpful in dishing out additional damage.



After that battle, more will arrive; this time from another train. You will need to equip Kaim with any accessory that will give him access to Spirit or Black spells. Since Kaim can't reach enemies to perform physical attacks, he will just need to rely on dealing damage by using spells. After defeating the first wave of Land Walkers, the next wave will have an additional target called External Engine Unit. This one recovers 1000+MP to everybody including your guys. This is actually good, especially if Kaim is low on MP. Defeat the second wave to get the attention of the big guy.



Lost Odyssey

TARGET(S):
TYPE/ELEMENT:

ARMORED TRAIN
MECHA/NONE

ITEM(S): NONE
SP/GOLD: NONE



There shouldn't be any problems with this mechanical target. It does cast Protection which renders all physical attacks useless. Cast Mindus on Sarah and Powerus with Kaim. Have Kaim cast offensive spells as you wait for the physical barrier to be removed. With just around HP5500, this battle shouldn't take that long. Watch the following scenes.

MAGIC REPUBLIC OF URAH

Uhra / Amphitheater of the Sky

Exit south to the next area. Watch the following scenes. Once in control, backtrack north and step on the magic circle to be transported to Grand Staff.

Uhra / Grand Staff

You will have an event battle or massacre after a few scenes. Just use all your black and composite spells to defeat one Acolyte at a time. After delivering the last spell to the last acolyte, the battle will end automatically. Watch more scenes. Control switches back to Kaim and Sarah.



AURORA BOUND TRAIN

Aurora-Bound Train / Caboose

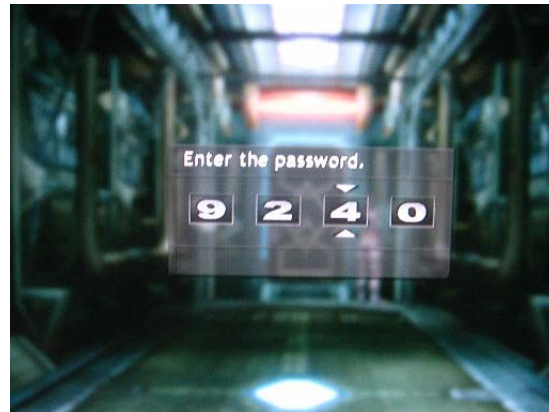
Save at the save point. There is also a recovery point here. Proceed to the next car for an event battle with ice monsters.

Aurora-Bound Train / Freight Car (1)

After getting rid of the enemies, the freight car will slowly freeze. Getting frozen will end your game. So, work fast in getting to the other end of the train. Continue heading north. In the car where there are a lot of crates, check out the glowing object to the NW to get a **Slot Seed**. Now push the gray boxes to create a path for you. Hurry up to the next car. Examine the control pad to open the doors.



In the next car, you'll have to pull the crates. There is a chest ahead that is blocked by a crate. Grab a **Goddess Medicine** from it. Continue north and activate the controls. Enter the password **9240** to open the last door.



Approach the two children for the last event battle in this area. Watch the scenes after that.

MAGIC REPUBLIC OF URAH

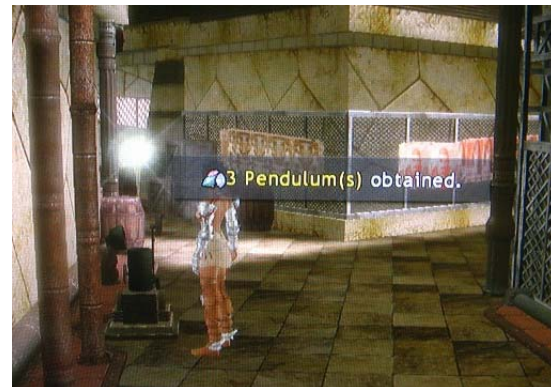
Uhra / Central Station Square

After the scenes, Tolten will join your party. He starts as LV25 so it's a good idea to put him in the back first and let Seth be the wall until he reaches LV30+. Don't forget to link to his skills (Persistence is a very cool skill) and equip him with a ring and accessory. When ready, head away from the guards to initiate an event battle. After the battle, take the back alley to the NE.



Uhra / Back Alley

Examine the nearby poster to get (x3) **Sticky Tapes**. Go NW, then kick the metallic container to get (x3) **Pendulum**.

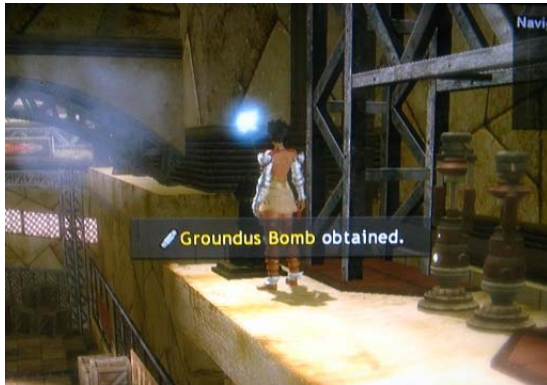


Find **Seed** (69) from the urn at the end of the western alley. Head north, peel the poster to get **Smelling Salts**.

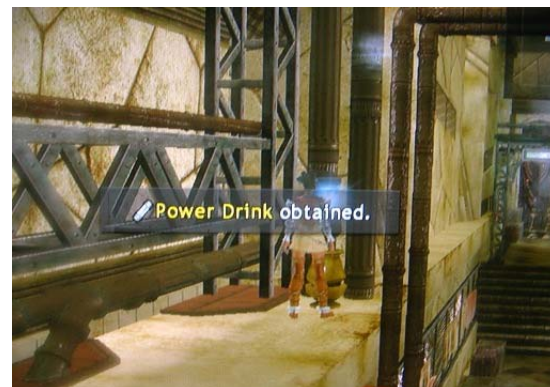


Head to the NE this time. You will be engaged in an event battle against the Uhren guards and their pet. After disposing them, you can use the nearby recovery orb and save point. Peel the poster near the recovery orb to get 500G.

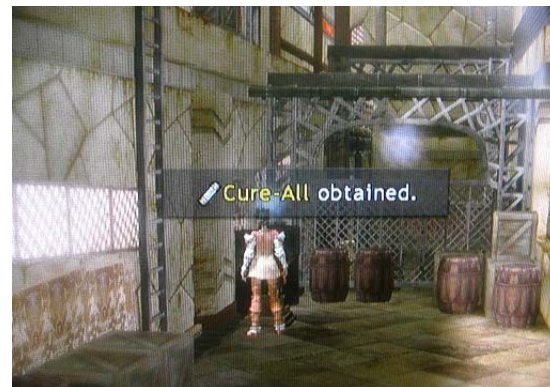
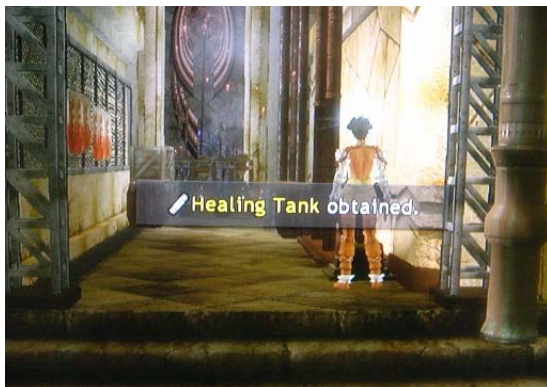
Ram the pile of boxes to the east to unblock the path then climb up the nearby ladder. Get a **Groundus Bomb** from the metallic container. Climb down, then follow the path N. Ram the pile of boxes again to reveal an urn. Probe it for a **Mana Capsule**. Backtrack to the save point.



Head west, ram the pile of boxes to the N and get (x3) **Poisonous Red Snakes** from the urn and **Seed** (70) from the metallic container. Follow the path NE, then climb ladder to the left. Get a **Power Drink** from the urn. Climb down, head east.



Peel the poster on the left wall to get a **Healing Herb**. Continue to the east and kick the container to get a **Healing Tank**. Go south, then kick the container to get a **Cure-All**. Climb up the ladder and follow the path to the next area.



Uhra / Main Street

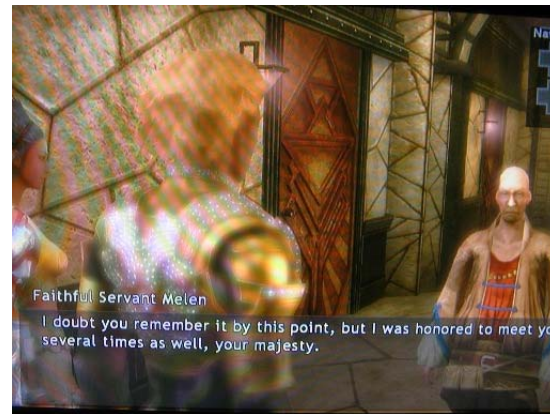
Follow the path and get 500G from the urn. Enter the second door leading the shop first.

Uhra / Barku's Arms and Armor Emporium

Sadly, the old man didn't upgrade his inventory. Go downstairs and get a **Seed** (71) from the urn and **Aqua Bomb** from the chest. Ringmaker trace will be here as well. Climb back up and exit to the balcony.

Uhra / Tolsa's Inn

Enter the door to the inn. As you walk to the corridor, an old man will stop you for a short chat. You'll get a **Talisman** as an event item. Go downstairs, save. Approach Tolsa for a brief conversation. Take the back doors.



Uhra / Main Street

Head south and kick the two trash cans there to get another **Seed** (72) and (x4) **Jet Black Clothes**. Kick the trash can near the manhole to get 500G. Go down the sewers.



Back Alley / Sewers

Cross the first bridge to the left to get **Healing Tank** from a chest. Head north and operate the red control panel to lower the water gate. Cross it follow the path to reach another control panel to the east. After the water has ceded, backtrack to the first control panel and go downstairs. Go upstairs north and exit to the opening on the wall.



Secret Cave

Get (x3) **Kelo-Helmets** from the lone chest. Return to the sewers.

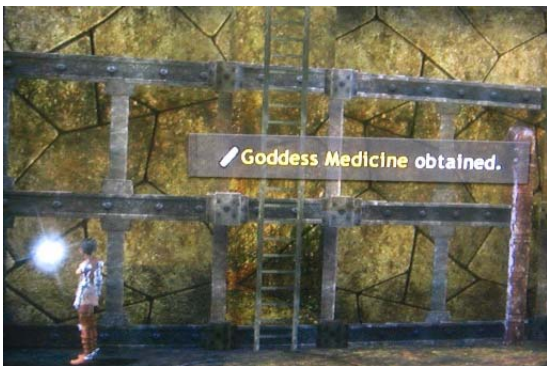
Back Alley / Sewers

Operate the control panel to the lower left to raise the gates. Head upstairs. Jump over the lowered platforms to reach the first chest to the right containing (x3) **Thief's Key Ring**. Jump back to the control panel and activate it. The lowered and raised platforms will be reversed. Do the same thing to reach the other chest. It contains **Flarus Bomb**. Take the ladder to the west. Walk around the reach the other walkway and find a chest to the SW corner. Open it to obtain (x4) **Nightmare Seals**.



Now there are 3 water gates here. We will need to manipulate the water level using them to get to the items below. I'll designate the control panel located to the SW as P1, the middle as P2 and the NW as P3. They are currently set up as this: P1 = lowered, P2 = raised, P3 = lowered.

Okay to start off, *raise P1 to drain water, then raise P1 again*. Get down the ladder between P2 and P3 to find a glowing object on the ground. Pick it up for a **Goddess Medicine**. Now return to the control panels and do the following steps: *Lower P2, raise P3. Lower P3 then raise P2*. This will reduce the water level to half. Take the other ladder and pick up another glowing object to obtain **LV5 Black Magic: All-Curse**. Climb up and exit the area.



Back Alley / Near the Castle

Go N then W. Kick the container to get **Smelling Salts**. Ram the pile of boxes to the NW and get (x5) **Mirror Stone of Fear** from the urn.



Backtrack then go to the W. Peel the poster to get 1000G. Go further east, climb up the ladder. Kick the container to get **Healing Tank**. Go north to get a **Seed** (73) from the urn.



Climb down the ladder and peel the poster nearby to get **Stone Beast's Horn**. Backtrack SW and peel the poster to the right, underneath the overhead pipes to get **Soul Medicine**.



Proceed NE. Don't take the next ladder yet. Keep NW to reach a dead end; kick the container to get (x2) **Whetstones** and ram the boxes to reveal an urn containing **Windus Bomb**.

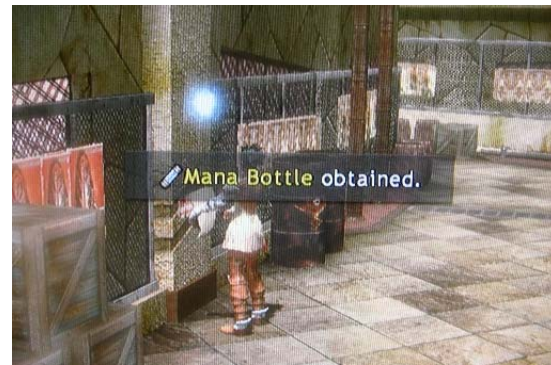


Backtrack to the ladder and climb it. Go left, climb another one. Kick the nearby container to get (x5) **Life Stealing Tooth**. Continue N, find (x5) **Gutsy Clothes** from the urn. Descend to the nearby ladder.



Follow the path to reach a Royal Seal. You should have encountered a few of them while traveling. Approach the seal and break it to get **Royal Knight Sword** and **Royal Knight Ring**. Backtrack to the ladder and climb back up. Take the next ladder down.

Kick the nearby container for **Ambrosia**. Peel the poster to the left to get **Mana Bottle**. Follow path to exit the area.



Castle of Uhra / Station Square

Continue east for a short scene. Proceed further east to find a savepoint with two chests. Get **Slot Seed** and **Heal Full** from each. Exit east.



Uhra / Outside the Front Gate

-head north to start more scenes.

Uhra / Amphitheater in the Sky

Here you will encounter both Gohtza and Uhran infranty. They will also attack each other during the battle. Just make your way to the sacrificial platform to watch the next amusing scenes.



SNOW-COVERED TRAIL

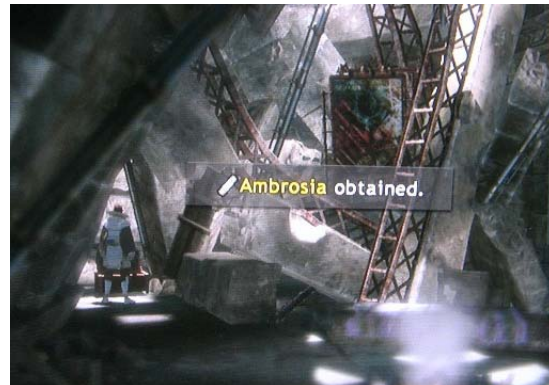
After the scenes, control switches over to Cooke and Mack. Walk south to assist Mack for another short scene. Head north and look out for the toolboxes to the left. Get **Healing Tank** from the first box, then find (x2) **Blazing Ruby** on the second. To the NE is an outpost that contains two chests, a recovery point and save point. Get a **Seed** (74) and (x5) **Shark Skins**. Collect the items save then push on to the north. Watch the following scenes after that.



OLD GOHTZA

Old Gohtza /Scrap Dungeon

Watch more scenes with Jansen and Ming. Once in control, ram the debris blocking a chest to the NW corner. Grab **Ambrosia** from it. Save, then exit to the south.



Old Gohtza /Western District

Go downstairs and find a chest containing **Soul Medicine** from the chest. Continue heading north then downstairs. Cross to the other side, find a chest before taking the stairs. Get **Cure-All** from it, then go upstairs.



Go to the right of the pile of debris to reveal a hidden path leading inside a room. Get **Slot Seed** from it. Exit then head to the SW to find another chest with (x6) **Life Stealing Tooth**. Exit to the SE.



THE MAGIC INDUSTRY CITY OF GOHTZA

Gohtza City / Low Town

Go to your immediate right to find an urn with **Blazing Ruby** in the middle of the walkways. Let's check out the town first. Backtrack to the apartment, then operate the elevator. There will be a new location there called **Back Yard**. This is where you can fight optional monsters - tournament style. (What would be RPGs without them?) It is closed for the meantime but still visit it first.

Abandoned Apartment / Back Yard

Head to the NW corner and kick the trashcans there. One of them contains a **Slot Seed**. Leave the area and get off on the 10th floor.

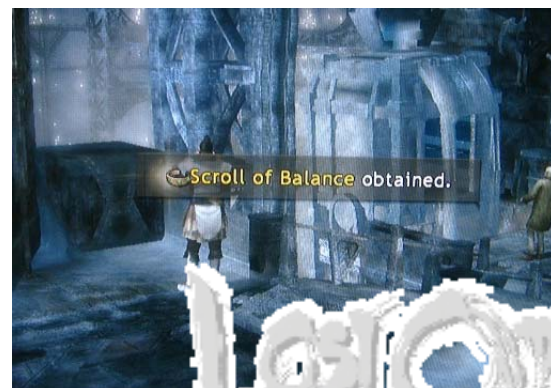
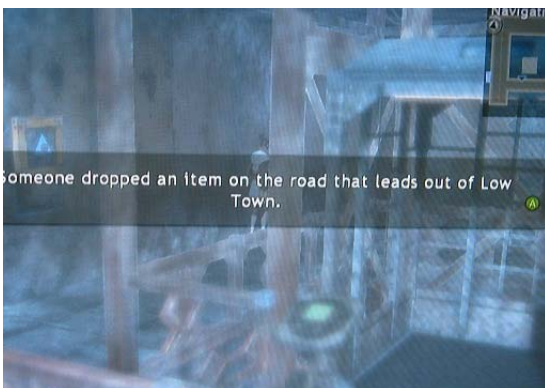


Abandoned Apartment / 10F

Talk to the guy in the NW corner along the corridor. *You'll get a hint about Treasure #6.* Also, back in the Gambler's Hideout, talk to the man pounding the wall to learn about some special monsters called Moneys located in the Numara Underground Caves. After that, ride the elevator back to Low Town.

Gohtza City / Low Town

Head to the SW part of the town. The treasure marker should appear in the small space near the exit. Step on the location and grab the **Scroll of Balance**. **6th Treasure found!** Exit to the east.



Old Gohtza / Eastern District

Kick the fire hydrant to the right to get **Healing Herb**. Head upstairs and climb the ladder that you'll come across. Head to the left first and grab the **Power Drink** from the chest in the SW corner. Kick the hydrant along the way to get **Blazing Ruby**. Head NW then try to cross the gap for a short scene.



Ram the pillar to the right to create a footbridge later on. Jump to the east and climb down the ladder. Continue SE, climb up the ladder. Grab the **Goddess Medicine** from the chest.



Continue upstairs, kick the hydrant in the lower left corner to get a **Seed** (75). Jump to the other side then ram the gate open. Climb down the ladder. Continue east, then go south from the main track to reach a chest with **Slot Seed**. Exit the area.



EAST BOUND TRACK

Examine the toolboxes to the right. Get **Mana Capsule** from the 1st one and get **Blazing Ruby** from the other. To left outpost is a recovery point.

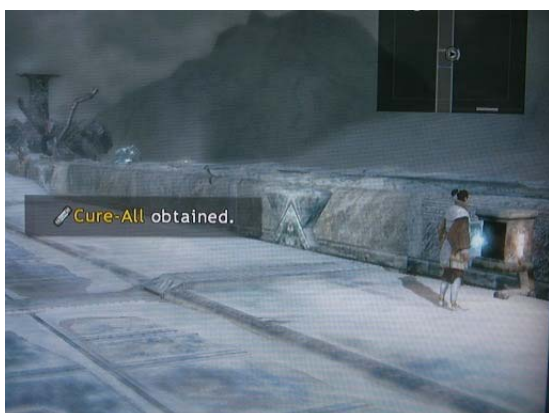


Continue north to get **Seed** (76) from the 3rd box and (x3) **Beast Hide Rasps**. Exit north.



FROZEN TRAIL

Control switches to Cooke. Just continue heading north to get more scenes. After the control switches to Jansen, examine the toolboxes to the right to get **Cure-All** and **Warrior's Armband**.



The outpost to the left has a recovery point and a save point. Use them and backtrack to the main track. Continue north to find Cooke and Mack. Boss battle ensues after that.

Lost Odyssey

TARGET(S):
TYPE/ELEMENT:

LIVING ICE
MAGIC/WATER

ITEM(S): NONE
SP/GOLD: 10SP/5000G



Magic Killer skills and Ground Based attacks are very helpful in this battle. With just HP6000+, this battle shouldn't take that long. If you have Jansen up front, equip him with the accessories providing the Guard Heal and Stand Ready skills to act as a decoy wall. At the back, have Cooke take care of the healing and buffs and Ming on the offensive. Grounda deals fast damage. Mack will act as your primary attacker so have him cast Powerus and Speeda on himself during the first turns. If you want, you can have Mack use Combo or Combo 3 after buffing him up to deal massive damage to the boss.

After the battle, the control switches to Seth.

UHRA SEWERS

Uhra Sewers / Giant Drain

Sed will finally join the party. He probably has the best skill set in all the mortals in the game, including the rare yet hard to learn ones. I suggest have Seth learn the "Double" skills first since the battles here rewards your party with 8-10 SP each encounter. Double SP is a very good choice to learn first. Auto-Barrier and Auto-Shield are also good for the eyes. Sed starts at LV35 so equip him with the best rings and accessories you have for the meantime. He is the only long-ranged attacker so you can position him at the back if your Seth is a LV52, HP3000+ wall.

To start off, save then follow the path until you reach a pendulum machine called a magic engine. Repair it to lower the enemies' abilities in this area a bit. Exit the area to the east.



Uhra Sewers / Conduit

Climb up two ladders then exit north.

Uhra Sewers / Destroyed Passage

Head north for a scene. After that, follow the path east.

Uhra Sewers / Conduit

Descend from the ladder, then take the SW exit to go back to the Giant Drain

Uhra Sewers / Giant Drain

Descend from the ladder, continue heading south until the path turns right. Continue east until you reach an urn with (x3) **Beast Hide Rasps** and a chest with a **Healing Tank**. Exit N.

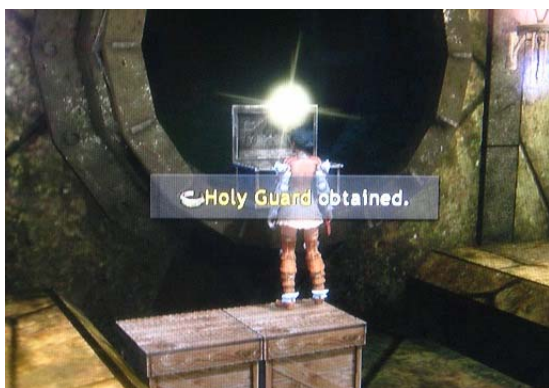


Uhra Sewers / Conduit

Get (x4) **Gorgon Mask** from the chest. Climb up the ladder, then operate the panel to raise the gates. Climb another ladder, exit N.

Uhra Sewers / Treatment Plant

Take the ladder down, go up a bit the around to the other side. Find a walkway to the west. Cross it then go up to find two crates and a chest. Push the two crates to create footholds to reach the chest. Obtain **Holy Guard** from it. Backtrack, then continue south. Operate the control panel to raise the gates. Cross the walkway east. Head north a bit then cross the walkway to your immediate right.



Get **Seed** (77) from the urn to the middle left side of the screen. Ascend the ladder to the NE. Fix the magic engine again then operate the panel to raise the gates to the left. Get **Cure-All** from the chest.



Head left then ascend up the ladder. There is a merchant here. Check out his inventory to get a new accessory (**Herbalist's Badge**). Use the recovery orb and save point nearby. Go south across the walkway. Operate the panel to the left to lower the watergate. Continue SE, find a ladder down. Descend and operate the panel to raise the gates.

Climb back up, operate the panel in the middle left to raise the watergate and drain the water. Then, operate the panel again to lower the watergate. Take the ladder down near the NE control panel then go upstairs west. Operate the panel to open the path. Continue north; before exiting to the north door, check out the lower right corner of the screen. Tilt your camera to the right to find a hidden-from-view urn containing a **Seed** (78)



Uhra Sewers / Magic Tank

Continue east, descend to the ladder. Cross the walkway to the north, then follow the path east. Go upstairs to the SW. Find two panels, a magic engine and a recovery orb. We will call this central tower as the "control tower" for easier reference. Repair the magic engine first, then go upstairs to the SW. Use the control panel to raise the gates. Backtrack to the control tower, operate the panel to the left to move the staircase to the NW. Ascend to the stairs to reach a chest containing a **Godly Dragon Tears**.



Return to the control tower, then operate the panel to the right this time. Descend to the staircase leading SE. Take the ladder up and exit east.

Uhra Sewers / Conduit

Head to the southernmost part of the area to find an urn. Probe it for a **Seed** (79). Exit west.

Uhra Sewers / Treatment Plant

Operate the panel to raise the gate. Grab (x5) **Demon Sculpture** from the chest. You can save here if you want and backtrack to where you came from to the east.

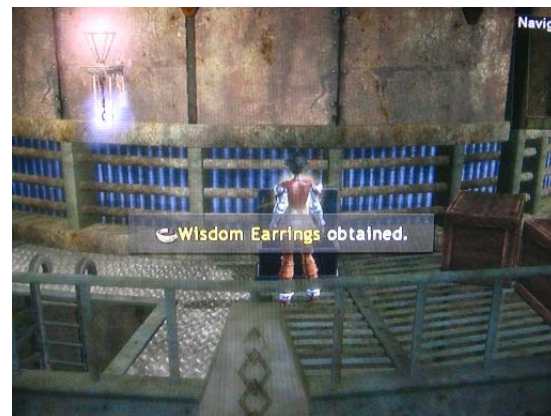
Uhra Sewers / Conduit

Take the exit to the NW



Uhra Sewers / Magic Tank

Head to the left first, ignoring the ladder then raise the gate. Continue south, then get (x2) **Toxin Butterfly Scales**. Circle around and raise the gate again. Continue west to the SW tower, raise the gates again, then climb up the ladder. Get **Wisdom Earrings** from the chest.



Backtrack to the NE tower, climb the ladder up, cross the walkway east. Operate the control panel to lift the gate. Follow path N, then kick the trash can in the lower right to get a **Soul Medicine**. Exit N.

Uhra Sewers / Conduit

Follow stairs and exit E.

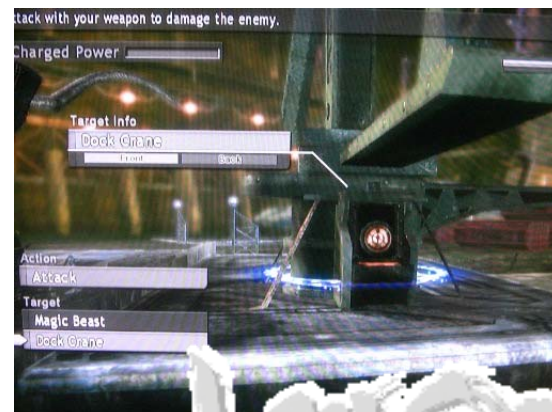
Uhra Army / Underground Dock

Prepare for a boss fight. Continue north for a scene and a boss battle.

TARGET(S):
TYPE/ELEMENT:

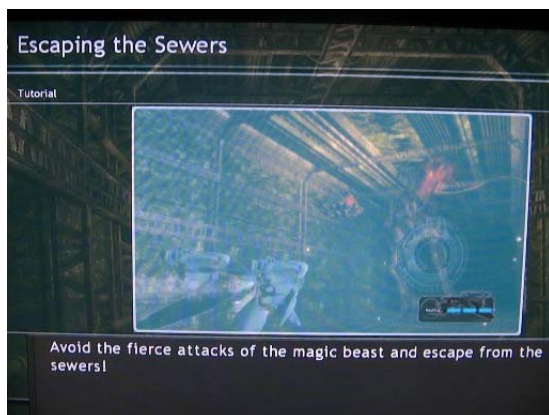
MAGIC BEAST, DOCK CRANE
BEAST/NONE

ITEM(S): NONE
SP/GOLD: NONE



Your objective here is fill the Charged Power Gauge to the top left. By default, only Sed can attack the crane from a distance. Steal the Crystal Fragment first from the boss, then you can equip Tolten and Seth with some accessories that will enable them to use Black Magic. The boss will also charge and release a damaging attack. If you are fairly leveled, you can have Seth guard on every turn while Tolten and Sed fill the gauge.

Once the gauge is filled, the battle will end. Watch the scenes. You'll need to escape and to do that, you'll be thrown in a small yet serious mini-game. View the tutorials to better understand what you need to do.



TIPS: If you miss pressing the correct button, the Nautilus will be hit by enemy fire and lose a life. The Nautilus has 3 lives only; so that means miss 3 times and it'll be **Game Over**. Remember that you can pause the game as soon as a new button comes up so that you can press it correctly.

For the button-mashing commands, holding your controller normally and pressing the corresponding button as fast as you can will not be enough. Put the controller on your lap and start button mashing there, arcade-style. You'll need to do at least 5 button mashing commands before you can leave the sewers. Watch the ending after that.

FROZEN TRAIL

After the control switches to Jansen, take the stairs to the left and exit to the world map. Select the Refugee Camp as your next destination.

GOHTZA REFUGEE CAMP

Gohtzan Refugee Camp

Save first. Head north of the savepoint to find an urn. Get a **Seed** (80) from it. Find another urn NE and get an **Anti-Paralysis Herb**. Go east first, behind the shop/tent. Get (x5) **Loud Bells** behind the crates. Go NW first and find 1000G from the urn along the way.



Talk to Padolaf (guy with the gray shirt) and agree to deliver his letter for his mom back in Gohtza | Low Town. You'll also get **Letter to Mom** key item. We will deliver this later on. Now talk to the guy near the crates (Bodonov) and agree to take his ration in his place.

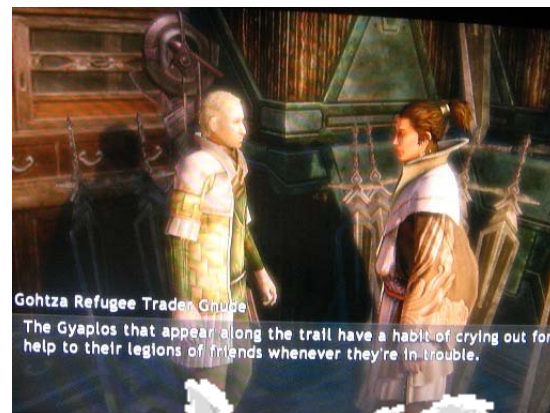


As soon as Alizia (the old lady by the bonfire) announces that she'll be distributing the food, quickly run to her and talk to her. If she tells you that she have distributed the food already, that means you failed. Enter a tent and exit it to "refresh" the event, talk to Bodonov again to get another chance. You'll get the **Meal Ration** key item. Deliver this to Bodonov and you'll get a **Spiky Seed** in return.



Gohtzan Refugee Camp / Storage Tent

Now let's start scouring the tents. First, head off to the storage tent (purple dot on the map) Get (x4) **Monster Bird's Plume** from the urn nearby. Ringmaker Trace is here so check out if you have enough components to create new and better rings. *Talk to the trader Ghude to initiate a sidequest to defeat the Gyaplos leader called Don Laploss.* These are the enemy raptors encountered in the Frozen Trail. We will deal with that later as well. Exit the tent and enter the Lodging Tent (blue dot)



LOST ODYSSEY

Gohtzan Refugee Camp / Lodging Tent

Find a chest to the left containing **LV6 White Magic: All-Shieldus**. Exit the tent. Enter the next one.

Gohtzan Refugee Camp / Medical Tent

Find a Pipot to the left. Give it the **Spiky Seed** you got earlier to receive a **Prickly Seed** in return. (You must give these special key seeds pipots on specific locations as described in the seed itself) Give all your Seeds (80) to get a **Gigantes Brooch**. You can also trade you magic stones (Bombs) for better ones. Exit the tent.

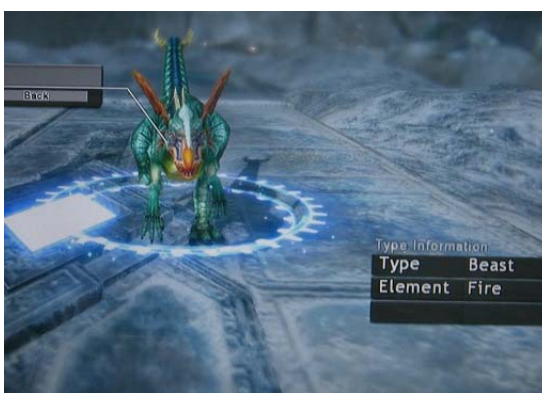


Gohtzan Refugee Camp

Try to head NE for a scene and to get your lead about Kaim and Sarah's whereabouts. Continue to the exit to reach the world map. Before heading out to your next destination, let us complete a couple of sidequests first. Enter the Frozen Trail.

FROZEN TRAIL

This area is where the Gyaplos are normally encountered. When outnumbered, they normally "Cry" to call forth reinforcements. To summon their leader, Don Laploss, enter a normal battle with the Gyaplos. Now, leave at least one Gyaplos and defeat the others. Defend until it calls for reinforcements. Kill the summoned Gyaplos and leave the one that cries out. Just defend if it didn't call during the turn. On the 3rd or 4th summon, Laploss will appear.



Don Laploss' element is Fire, has a lot more HP and very damaging attacks. The only thing is that it doesn't look special at all. It's just another Gyaplos by appearance. So use water-based attacks and spells and you'll receive **Don Laploss Claws** as proof of your success. Make your way back south through *East Bound Track - Gohtza / Eastern District - Gohtza / Low Town*.

THE MAGIC INDUSTRY CITY OF GOHTZA

Gohtza City / Low Town

Head to the NE corner of town to find an old lady by the bakery. Talk to her to deliver the letter. You'll get **Black Belt** as your reward. Return to the Frozen Trail and exit the world map. Go back to the Refugee Camp again.



GOHTZA REFUGEE CAMP

Gohtzan Refugee Camp

Enter the Storage Tent first to claim your reward for hunting.

Gohtzan Refugee Camp / Storage Tent

Talk to Ghude again to receive your rewards. Obtain Cooke's **Sacred Torch** and **Sacred Ring**. Exit and enter the Medical Tent.

Gohtzan Refugee Camp / Medical Tent

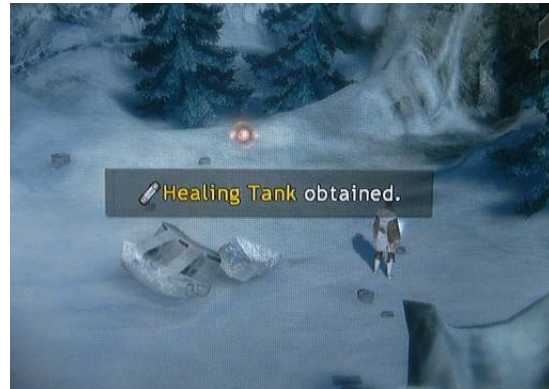
Talk to Lakks (sitting in the middle bed) and get the hint for Treasure #7¹. Exit the tent and find the treasure marker blinking near the spring to the east. Take the ladder down, collect **Spire Commander** and **Spire Ring**. Now exit to the world map and go to your true destination.



¹ He will only give the hint after completing the Don Laploss sidequest.

CRASHED MAGIC TRAIN SITE

Pick up the first glowing object to get 500G. Continue NE and pick up a **Seed** (81) along the way. Pickup another glowing object and grab a **Healing Tank** just SE of the savepoint.



Head further SE to find a chest containing **LV6 White Magic: All-Barricadus**. Save at the save point and enter the cave.

BURNING CAVE

Burning Cave / Path of Steam

Head north. There are two hidden passages here; the one on the eastern wall is empty while the one on the west wall contains a chest with **Power Drink**. The area up north is littered with geysers. Beware of them since they can deal damage to your whole party. Head west first and find a glowing object on a geyser. Pick it up for (x4) **Seal Cross**.



In the center of the area, find another glowing object on the geyser. Pick it up to get **Cure-All**. There is also another glint to its southwest. Obtain (x3) **Raging Beast's Eye**. Go to the NE dead end to find another glowing item. Pick it up to get **Seed** (82). Exit north.



Burning Cave / Path of Dankness

Head directly north to the next section of this area. Here you will find green, poisonous gases. Run through it to reach the chest containing **LV6 Black Magic Forcea**. Head directly to the left to find another **Royal Seal**. Take note of its location, then immediately head out of the gases. Heal up then continue to the NE. Jump on the platforms to reach the chest to the NW. Get a **Diamond Spirit Band**, Exit NE.

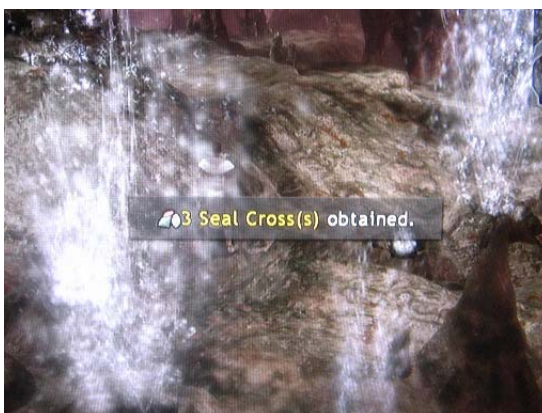


Burning Cave / Path of Poison Mist

Go uphill to the NW to find a large boulder over the hole where the gas comes from. Ram the boulder to seal the hole. Backtrack then follow the path to the NE to reach the geyser section. Pickup the glowing object in one of the central geysers to get a **Seed** (83)



Go to the east curve get 1000G from the geyser. Go NE and slide down to get 500G from the geyser. Ahead of it is another glowing object. Get (x3) **Seal Crosses** on the geyser.



Lost Odyssey

There is a chest to the east containing (x5) **Beat Stone**. To the west side, there is another chest but it's a bit tricky to access. Slide down while tilting your controller NE so that Jansen can step on a steep foothold and reach the chest. Get **Cubic Music Score 6**. Exit north.



Burning Cave / Path of Strange Rocks

The path to the left leads to a chest containing (x2) **Thief's Key Ring** (These are components, mind you). Continue north to the narrow path (be careful not to fall or slide down to the gases below) Get (x5) **Paraweed Needle** from the geyser along the way. Continue north.



Follow path east and wade through the water to the NW. Find a large cylindrical stone pillar, ram it and there will be a large object that'll fall to the other side. Backtrack again and head NW, past the gas vent. Jump over the platforms and follow a straight path. The last platform in the central path will shake and throw you off, conveniently to the chest that fell down earlier. Grab a **LV6 Spirit Magic: Ailment Break** from it. Backtrack again to the east then west. Exit N.



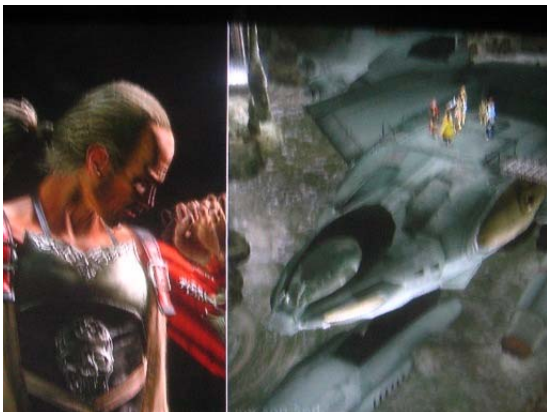
Burning Cave / Underground Lake

Save at the savepoint then continue along to enter a boss fight.

TARGET(S):	ICE MAGIC BEAST	ITEM(S): NONE
TYPE/ELEMENT:	ORGANIC/WATER	SP/GOLD: 10SP/8000G



In this battle, you can't use spells since the enemy has some kind of auto-reflect skill. For that, have Mack equip rings with Bio Killer or Earth LV?. The Quake Ring (Earth LV3) is the best, since it can deal 1500+ damage per hit. Have your casters use buffs and protection spells. If you have composite spells, All-Generate helps a lot in having continuous HP recovery per turn. After casting all possible buffs and support spells, have your mages use Grounda Bombs to deal damage to the beast. With just HP10000, this battle won't take that long.



Watch the following scenes. **Congratulations for clearing the third disc!** You'll also get another easy 125 Gamerscore points added to your profile. Save your game and load your third disc to continue your game.

DISC 4

Notes:

This is the final disc so most of the sidequests will take place in this part of the story. We will be doing a lot of extra stuff as early as possible to about conflicting with your journeys later on. Also, your party will be complete at this point so I suggest having all four immortals and Sed in your battle formation so that they can learn pretty useful skills. At this point also, Sarah and Kaim need to equip the new accessories you have found while controlling Jansen's party.

Watch more scenes after the disc change and you'll be in control of the Nautilus. View the tutorial. We will need to navigate the ocean floor to get new items. Look out for air bubbles and press A to activate your ship's sonar and obtain the item. There are 24 items in the world map and collecting all rewards you with the corresponding achievement. For now, you can only get 11 out of the 24 items since there are still areas that you can't access due to hypercurrents.



LEGEND:

1. Godly Dragon Tears
2. (x3) Unicorn's Horn
3. (x3) Power Reactor
4. (x3) Living Brass
5. (x2) Draining Stone
6. Slot Seed
7. Seed (84)
8. 10000G
9. (x5) Magic Sealing Vase
10. Seed (85)
11. Seed (86)

To start off, without moving from your starting position, submerge and enter the Underground Lake again before starting scouring the ocean floor for the items.

Burning Cave / Underground Lake

Head south, jump over the platforms. Find a glowing object near the falls. Pick it up to obtain **Mana Bottle**. Now make your back for several screens until you reach Path of Dankness.

Burning Cave / Path of Dankness

Run through the poison gas and head left from the opened chest to reach the Royal Seal we have checked out earlier. Have Tolten break it to obtain **Royal Emblem**. Now head out back to the world map and select the Grand Staff Construction Base as your destination.



GRAND STAFF CONSTRUCTION BASE

Temporary Laboratory

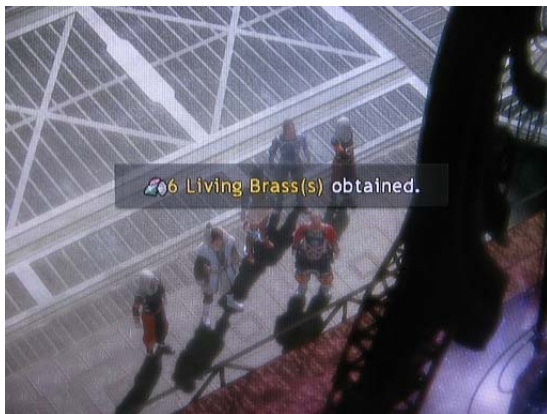
Talk to Lilan and agree to help him placing magic gauges in four different locations. You will receive (x4) **Magic Gauges**. Exit then head north.

Construction Base

To the north of the save point, you will find two men staring at the pendulum. Talk to the man to the right and have Sed fix the machine. You'll get (x6) **Living Brass** as your reward. Now visit the warehouse to the NW.

Building Material Warehouse

Talk to Venim, the man near the merchant. Agree to help him find Magic Capsules inside Uhra castle. Exit to the world map and select Saman as your next destination. (Don't worry, we will cover all of these sidequests in one go)



MERCHANT TOWN SAMAN

Saman / Erlio Family House

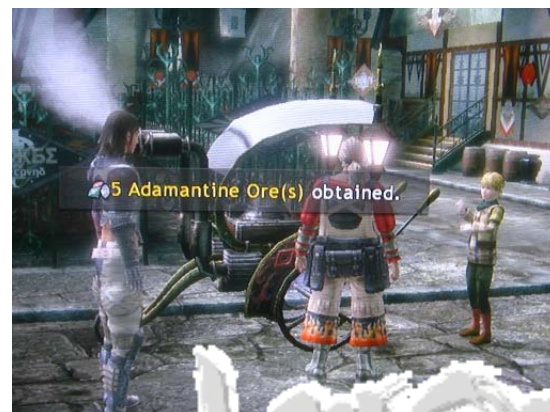
Visit the first house to the left, near the savepoint and entrance. Give your **Prickly Seed** to the pipot there and have it traded for a **Solid Seed** (favorite seed of the pipot in Uhra). You can also deposit all the Seeds you have collected so far (at this point, it's gonna be six). Now exit then enter the tavern.

Saman / Emelo's Tavern

Have Sed fix the jukebox to obtain **Ice Water Amulet**. Exit to the Mainstreet.

Saman / Mainstreet

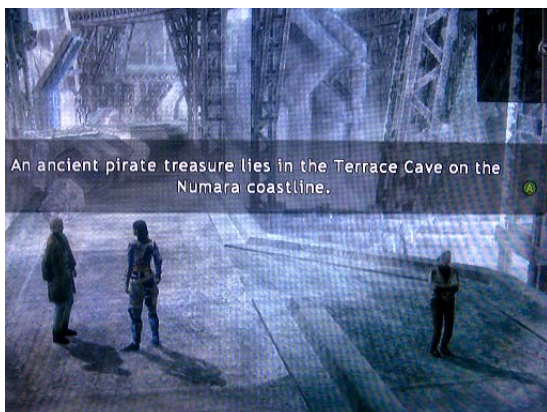
Talk to the kid near the small magic vehicle and have Sed fix it for him. You'll get (x5) **Adamantine Ores**. Visit Gohtza next.



THE MAGIC INDUSTRY CITY OF GOHTZA

Gohtza City / Elevated Entrance

Take the ladder down to the left. Talk to the guy called Jeeg to get a hint about treasure #12. Continue N to reach Low Town.



Gohtza City / Low Town

Cross the bridge west to find Khent near Rosa's resto and the stairs. Talk to him to initiate a sidequest that will require you to visit Uhra. Again, we will save it for later. For the meantime, go back west and head to the Abandoned Apartment. Don't forget to approach the two kids in front of the merchant stalls to unlock the dream "The Ranking of Lives" (#23) Take the elevator in the Abandoned Apartment and drop off the 10th Floor.

Abandoned Apartment / Raihel's General Store

Visit the shop up north. The shops here will be open now. Get some new equipment and components. You can also get a new accessory here (White Flame Candle) and a new spell (LV6 Black Magic Ground Mine) Take the elevator down to the backyard.

Abandoned Apartment / Backyard

The backyard is now open. For now there are five battles available all under Light Class. You'll be rewarded with items for defeating them. There are also secret, bonus conditions; if you met these conditions, you'll get a bonus reward. Getting the bonus rewards will also increase your ranking. 2 stars are awarded for winning the battle and 3 stars will be given for meeting the bonus conditions and winning the battle. You can trade all your collected stars to an attendant here. I will be posting the battle information here.

Light Class

01: KELOLON BATTALION

Condition(s): Defeat All Enemies

Target(s): x3 Kelolon Associates

Reward: Backyard for Beginners (Key Item)

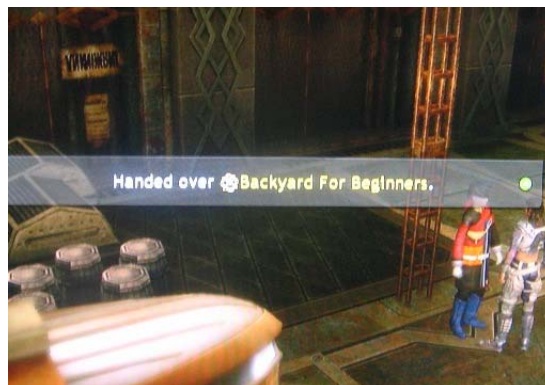
Bonus: Survive 4 combination attacks

Reward: Slot Seed



Tip: Their Combination attacks are pretty damaging. If you are in low levels, it is enough to kill an ally with one shot. Remember that they can only do combinations attacks if there are 3 of them so guard for the first 4 turns or cast defensive buffs to survive their attacks. It doesn't matter if the one they targeted gets knocked down. The Bonus condition applies to all party members. After the 4th combination attack, lay waste on them.

Note: You can surrender the **Backyard for Beginners** manual to the man next to the save point. He will then provide you with additional tips on getting the bonus conditions of the battles. But since this is already revealed in this walkthrough, it will just be a waste of time.



02: FESTIVAL OF MAGIC

Condition(s): Defeat all Enemies

Attacks not allowed

Skills not allowed

Items not allowed

Target(s): x2 Kelo Sisters and x2 Wisemen

Reward: (x5) **Mana Bottles**

Bonus: Defeat all enemies using a single party member (?)

Reward: Slot Seed



TIP: You can only use two mages so choose your Ming and Sarah. Make sure you have Mental Stability and Reduce Casting Time. Having Weapon Guard 2 and Composite Magic Lv2 will be very helpful in this battle. You can only use magic spells and fortunately, all of these guys are weak against ground based attacks. Casting All-Grounda should be enough to get the job done.

03: PURE GLUTTONY

Condition(s): Defeat the Explosive Bug(s)

Target(s): x5 Magic Insects, X2 Explosive Bugs

Reward: (x10) **Power Drinks**

Bonus: Defeat the explosive bugs after each of them preyed 3 magic insects

Reward: Slot Seed



TIP: For the first turns, cast defensive buffs and guard. The Magic Insects reappear by two's every enemy turn so it's useless to target them. Watch each of the explosive bugs prey on their allies, reducing their GC at the same time. After the two bugs ate 3 magic insects each, immediately attack them directly and use All-Flara.

Lost Odyssey

04: TWO EYEBALLS

Condition(s): Defeat Evil Eye

Win within 10 years

Target(s): x2 White Dog, Evil Eye, Cyclops

Reward: (x5) Healing Potions

Bonus: Defeat 5 White Dogs before defeating Evil Eye

Reward: Slot Seed



TIP: The Cyclops is capable of calling in reinforcements (White Dogs) which is necessary to fulfill the bonus condition. You will need to work quickly since you'll need to win in 10 turns to get the bonus reward. Remember that the Cyclops can only be affected by magic stones (bombs) so make sure you have a good number of it on stock. Fortunately, the Cyclops has only around 1200+ HP. Another thing to note is that the Evil Eye can cause petrification to all party members while the White Dog's normal attacks cause Paralysis. Equipping the Anti-Petrify and Anti-Paralysis skills to your party members will help a lot immensely.

Defeat the White Dogs first, to reduce enemy Gc and so that the Cyclops calls in more backup. While you're at it, try to use Gamble on the Evil Eye since gamble's damage is not affected by the GC rating of the enemy and attack it as well. Be careful not to kill until you killed 5 White Dogs.

05: PUPPET MASTER

Condition(s): Defeat Puppet Masters

Spare Controlled Ones

Target(s): x2 Controlled Ones, x3 Puppet Masters

Reward: Slot Seed

Bonus: Win within 10 turns

Reward: (x5) Poisonous Red Snake



TIP: You will need to attack work quickly. Have your spellcasters use Gamble on the Puppet Masters, targeting them one at a time. These Puppet Masters absorb normal attack and item damage. They only have HP770 each so it won't that hard to defeat them. If ever they cast reflect on themselves, use direct damage skills such as Break Hit.

After collecting 15 stars, you can trade it to Gleg by the west wall. Get the following:

5 Stars - Forbidden Explosive x 4

10 Stars - (x3) of any of the following: Healing Tank / Mana Bottle/ Soul Medicine

15 Stars - Cape of Illusion x 6

You can come back later and unlock higher classes after collecting **Magic Lock Keys**. You'll also get corresponding achievements for clearing each class.

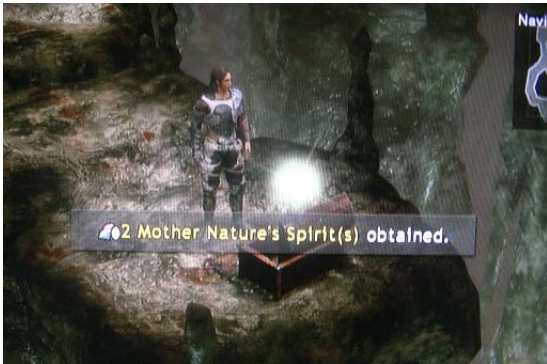
Exit Gohtza and visit Terrace Cave. If you did a little treasure hunting first then you should have unlocked this in your world Map. Otherwise, its located in the SW corner of the world map. There should be a marker there so its really easy to find. You'll need to dive to enter it.

TERRACE CAVE

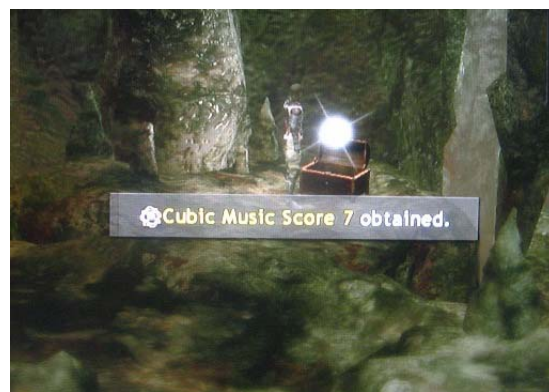
The enemies here has some really good and rare components so I suggest having some mugging and robbing rings equipped to your attackers. This is a pretty enclosed cave so I won't be giving specific directions on where to find the chests. I will just list all the chests, and their screenshots.



1. (x3) **Adamantine Ore** (take the first southwest route)
2. (x2) **Dark Demon Notes** (NW)



3. (x2) **Mother Nature's Spirit** (Take the NW path, its in the small off trail dead end)
4. (x3) **Adamantine Ores** (N)



5. **Windus Bomb** (NE; you may need to go SE first before find the path NE)
6. **Cubic Music Score 7** (Just beside item #6)

Lost Odyssey



7. (x2) Glacial Ice (SE; you'll need to go around north through the center of the cave then down SE)

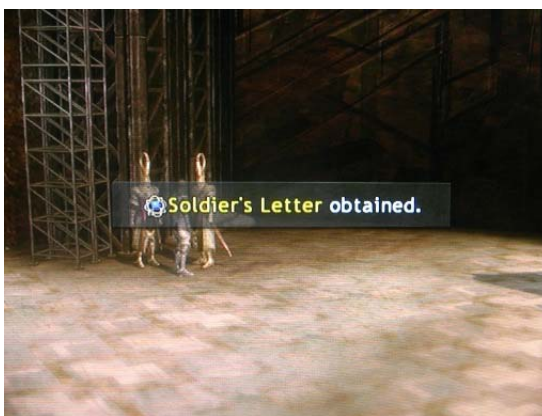
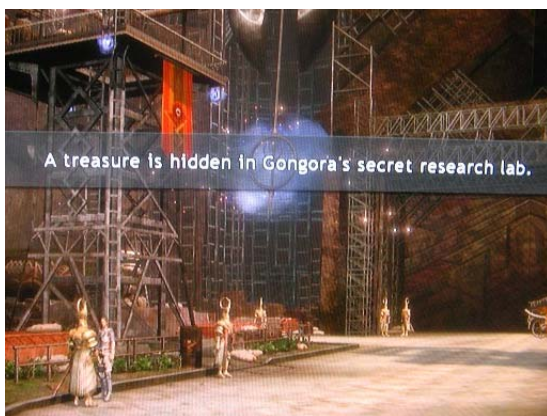
Treasure #12 complete!: You will see the marker as you head NE towards the center of the cave. Head SE to reach the treasure location. Get (x12) Master Thief Tools. Immediately assemble a Baron Thief Ring to gain access to the skill: Rare Item Robber LV2. This will allow you to steal or mug rare items from enemies during normal attacks with a much higher probability.

Once you get all you need, exit to the world map and head to Uhra.

MAGIC REPUBLIC OF URAH

Uhra / Great Gate

Talk to the first soldier to the left (Maio) to get a hint about treasure #11. Head north, then talk to the guard Yelon near the gate to learn more about the Khent weapons and armor collected in Wohl Highlands (This is the continuation of the "Khent Legacy" sidequest initiated back in Low Town). Talk to the soldier beside him (Yallen) and agree to deliver a letter to his father. Obtain a **Soldier's Letter** key item. Take the taxi to the right and go to the Castle Station Square. Once there, enter the Castle Station by going west



Monorail / Castle Station

Go upstairs N, find an urn to the NE containing a **Seed** (87). To the NW is another urn with **Aqua Bomb**. There is also a Pipot nearby, by the benches. Trade your **Solid Seed** for a **Tough Seed** (Preferred by the Numaran pipot). Deposit your collected seeds if you want then exit the station to reach the Castle Station Square.



Uhra / Castle Station Square

Up north are two chests. Grab another **Seed** (88) and (x3) **Adamantine Ores**. Talk to the old man to the right and deliver the letter you got from Yallen. You will be rewarded with a **Freedom Armband**. This wonderful piece of equipment lets you learn the invaluable skill, *Skill +5*. Remember that once mastered, you can use this skill alongside with Skill +3, further increasing your skill slots. Exit east.



Uhra / Outside of the Front Gate

Walk north, *talk to Lomur by the bridge to obtain a Missing Person Poster* key item. Backtrack to the Castle station and talk to Wolph near the counter and show him the poster. Now, head back to the bridge and deliver the good news to Lomur. You'll receive (x9) **Nightmare Seals** for your trouble. Backtrack to the Castle Station Square and take a cab to Central Station.

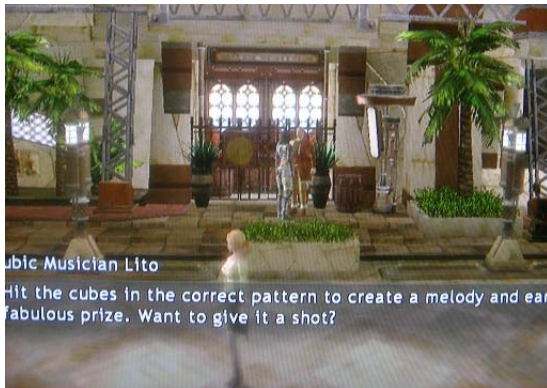


If you continue north, you'll end up inside the castle. If you take the elevator and the only accessible place, you'll be up in the Amphitheater. Here you will find the last Royal Seal. Note that you won't be able to break it until you break all the other seals.

Lost Odyssey

Uhra / Central Station Square

Head north to find Cubic Musician Lito. Here you can play all your collected cubic scores. (3-7)



#3 "Try the Rest Cube"

Members: 4

Reward: **Kelolon Badge**

E, Rest, G, G

E, D, C, Rest

#4 "Five-Person Challenge"

Members: 5

Reward: **Wind Charm**

G, E, G, B, A

G, F, D, C, Rest

#5 "Make it longer"

Members: 4

Reward: **Toughness Brooch**

D, A, E, F

D, Rest, A, Rest

G, E, D, Rest

#6 "Twinkle Twinkle Little Star"

Members: 4

Reward: **64 Cal. Magic Rifle**

C, C, G, G

A, A, G, Rest

F, F, E, E

D, D, C, Rest

#7 "Go tell Aunt Rhody"

Members: 5

Reward: **High Wind Amulet**

E, E, D, C, C

D, D, E, D, C

G, G, F, E, E

D, C, D, E, C

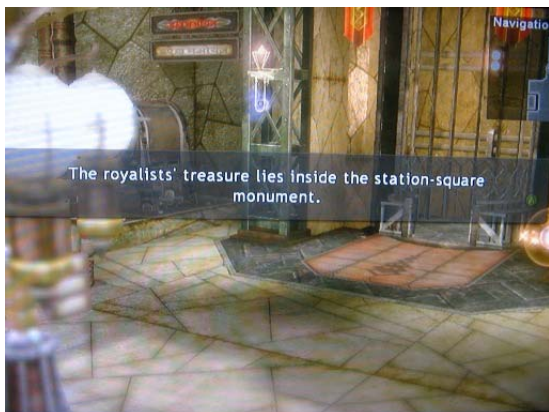
After playing all your available cubes, go left to enter the Central Station.

Monorail / Central Station

Look for Raha. He is walking near the NW corner, between the elevator and the information booth. Talk to him to get the hint for treasure #8. Exit to the Central Station Square.

Uhra / Central Station Square

Treasure #8's marker should be somewhere near the fountain. Pick it up to obtain **Gaia Breaker** and **Gaia Ring**. Treasure Hunt #8 is complete! Head east to reach Mainstreet.

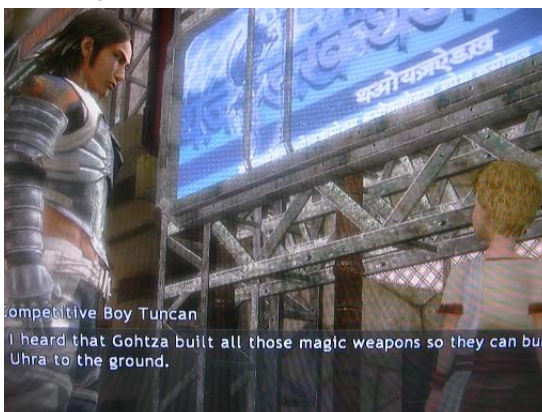


Uhra / Mainstreet

Approach the blond kid in front of the inn to unlock a dream (*"Beyond the Wall"* #27). Hint for treasure #24 will be provided as well. Enter Barkus' Arms and Armor Emporium first.

Uhra / Barkus' Arms and Armor Emporium

Examine the shiny sword to the south. Apparently, this is the broken Khent sword. Examine it and Barkus will give it to you (**Broken Khent Sword**) without any qualms. We will return this to Low Town later to complete the sidequest we have initiated a while ago. Exit to Mainstreet.



Uhra / Mainstreet

Proceed south. Find an old man in front of the tavern. *Talk to him to get some lead for Treasure #9.* Enter the tavern for the meantime.

Uhra / Virno's Tavern

Talk to Virno (behind the counter) twice to get hints for treasure #10 and 20. Exit the tavern and head straight to the inn.



Uhra / Tolsan's Inn

Once there, save if you like then exit to the back door.

Uhra / Mainstreet

The treasure marker will be blinking nearby, just near the sewer entrance. Pick it up to get (x4) **Byproduct X**. **Treasure #10 obtained!** Climb down the sewers.

Back Alley / Sewers

Once you set foot, the marker will be blinking nearby to the NW. Make your way down to the canal, find the treasure beside the stairs going north. Obtain **Scroll of Secret Skills**. **Treasure #9 obtained!** Climb back to the surface, go through the inn and exit to Mainstreet. Go north to reach the Residential Area.



Uhra / Residential Area

Continue up to find a former-councilman beside the magic car. Talk to him to earn (x4) **Necrosis Molds**. Exit north to reach Gongora's Mansion. Talk to the guard there to enter it.

Gongora's Mansion / Hallway

Head NW and exit to the door to the left.

Gongora's Mansion / Courtyard

Have Tolten break the seal and reveal a hidden path down. Take it.



SECRET CAVE

Go downstairs, then south. Climb down the ladder and get **Flarus Bomb** from the urn. Climb back up, jump east then operate the valve to the north. Climb the second ladder down, follow path until you reach a chest containing 5000G. Climb back up, go east a bit then operate the valve to the south. Jump east, then ram the fragile looking wall to access a hidden chest. Get **Seed (89)** from it.



Continue southeast, past the elevator then turn the valves along the way. One of the valves contain **Groundus Bomb**. Continue further SE. Operate the valve there, climb down the ladder and obtain (x6) **Magic Crystals**. Climb back up and go NW to the almost hidden path. Get a **Magical Lock Key** from the chest. Surrender this to the game master in Low Town and you'll have a higher class unlocked for your backyard battles. Exit to the NE.

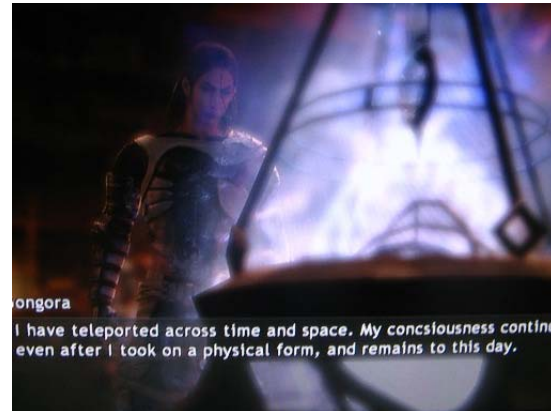


Gongora's Mansion / Magic Experimentation Laboratory

You will be immediately thrown to a mini-boss battle. This is pretty much a giveaway battle. You just need to know that the Generator has a key item called **The Backyard Weekly** which can be surrendered to a guy in Low Town, to provide you with battle tips. The Generator also casts All-Sleep which isn't that much troublesome especially if your party has Absorb Attack and Weapon Guard 2. Next is that the Generator also creates new Dolls. Fortunately, this doesn't replenish its current GC level so you can hit the generator directly when you have the chance.



Once in control, examine the tubes to obtain **Magic Capsule**. Pick up the glowing item on the shelf to get (x3) **Pendulum**. Kick the trash can to the right for a **Goddess Medicine**. The treasure marker will be blinking to the NE corner. Get **Demon King's Horn** and **Demon King's Ring**. (*Treasure Hunt #11 complete!*) Examine the nearby light sphere to learn more about the story. Once done, exit back to the Secret Cave, talk the elevator to reach the Magic Research Lab.



Gongora's Mansion / Magic Research Lab

Head to the NW corner and examine the glowing item on the tubes. Obtain a **Magic Capsule**. Take the elevator to reach Gongora's library.

Gongora's Mansion / Study

Grab (x4) **Stone Beast's Fangs** from the chest, **Power Drink** from the table and (x3) **Magic Storing Stones** from the chest at the back of the desk. There is another memory sphere here. Examine it to learn more about the story. Go down and exit east.



Gongora's Mansion / Hallway

Find another glowing item on the tube to the left. Obtain another **Magic Capsule**. Now we are done for the extra stuff here. Exit the mansion and the city, select Gohtza as your next destination.

THE MAGIC INDUSTRY CITY OF GOHTZA

Gohtza / Low Town



Return the Broken Khent Sword to Gybal. He'll reward you with a **Happy Flower** accessory. You can now return to the Backyard.

Gohrza / Backyard

Hand over the **Magic Key Lock** to Boris to unlock the Middle Class fights. Now, you can hand over the **"The Backyard Weekly"** to Zelen to the SW. Below are the fights available. Make sure your characters are at least LV48+ to win without problems. You can always come back here later.



Middle Class

06: POOR LITTLE KELOLON!

Condition(s): Defeat All Enemies, Don't defeat Kelolon Papa

Target(s): Wild Wind, Fire and Earth Balls, Kelolon Mama and Papa

Reward: (x10) Kelo-Vitamin

Bonus: Kelolon Mama survives

Reward: Slot Seed



TIP: Kelolon Papa starts with the Poison Status. Kelolon Mama will try to buff and heal her husband but of course, you'll need to work fast to protect them both. The Wild Elemental Balls will attack Kelolons instead of you. Now, it will hard to attack these balls since they have an Auto-Mine skill, which basically returns a bit of damage from the physical attacker, and they counterattack with an "All-"spell, the element depending on the ball that is attacked. To defeat them, have your attackers block or use support skills and have your spellcasters cast the element the ball is weak against. You can heal the Kelolon couple using water based Spells.

07: ART OF INNER SIGHT

Condition(s): Defeat All Enemies, Dark Status, Seal Status

Target(s): x3 Insector, King Owl

Reward: (x10) Monster Bird's Plume

Bonus: Defeat King Owl first

Reward: Slot Seed



TIP: Your attacks will definitely miss a lot here due to the default dark status. Along with seal, you won't be able to cast healing spells so you'll need to rely on skills to deal damage. The insectors also have fast attack time so it is very likely that you'll get damaged first before you even land your attacks. Break Hit is a helpful way to bypass the enemy GC. If you want, you can also use CUT DOWN to lower the enemy GC faster. This skill isn't that very damaging but with the ability to hit multiple enemies at once, it is indispensable in the battle. Once the enemy GC is lowered considerably, equip some Flare Rings or its powerful equivalents and start hammering the enemy. You can also use magic stones (Bombs) to deal accurate damage.

08: THE MANTALA'S RETURN!

Condition(s): Defeat the Mantalas

Target(s): x4 Mantala, Mantalas

Reward: (x5) Cure-All

Bonus: Nobody gets KO'ed

Reward: Slot Seed



TIP: Equip Rings with Earth and Bio Killer spells. If possible, use LV2 Planet Ring. This will allow you to immediately take out half of Mantala's total HP in one strike. Otherwise, have your spellcasters use All-Grounda.

09: AGAINST ALL ODDS

Condition(s): Tolten only, Defeat Delinquent Soldier

Target(s): Delinquent Soldier

Reward: (x3) Full Heal

Bonus: Never use items or spells

Reward: Slot Seed



TIP: This is a one-on-one battle. I suggest having Tolten at around LV50 before trying this. You can try it when he is at LV45 but aside from the normal precautions, you will still have to rely on luck. First off, this soldier is not your ordinary cannon fodder. This soldier's ordinary attacks occasionally causes Poison, not to mention that it can deal 400-500 damage per hit. Aside from that, he also casts Force or Forcea, capable of dishing considerable amount of damage to Tolten's roughly 2000 HP.

Equipping an Amulet may help. Just pray that Tolten will absorb his attacks and won't cause Poison. For the ring, HP drain skills won't be that much help since it only steals a fraction of the damage dealt. Equip something that will increase your base attack and critical rating. Complex rings usually have this effect. Try to get as much perfect hits as possible to maximize the ring's effectiveness. With luck, you should be able to defeat him without even healing at all.

10: FIREWORKS NIGHT
Condition(s): Defeat all enemies
Target(s): x5 Balloons
Reward: (x5) Flare Bomb
Bonus: Defeat all enemies within 2 turns
Reward: (x5) Pandora's Box



TIP: Even with two consecutive All-Aquaras, these enemies can endure the battle after two turns. Your best bet is to guard, use All-Flara to provoke them then guard for the next turn. All of them will commit suicide by using Huge Explosion which deals damage to the whole party. Don't worry, as long as everybody's guarding and with your fire resistance up, you should be able to survive all five explosions and win the match.

After the battle, trade your stars for some items:

20 Stars - (x20) Invisibility Potion

25 Stars - one of the following: Heal Full/ Mana Prime/ Ambrosia

30 Stars - (x10) Forbidden Explosives

After getting your rewards, leave the city and head for the Gohtza Refugee Camp.

GOHTZA REFUGEE CAMP

Approach the group of people in front of the Medical Tent to unlock "*The Village Closest to Heaven*" (#24) dream. *Talk to Ryzel in front of the Lodging Tent to initiate a sidequest to repair six magic engines around the camp.* Here are the locations:



1. SW, near the entrance
2. W, along the uphill path



3. NW, near the minor tents
4. N, hidden behind the storage tent



5. NE, near the hotspring
6. Lower left corner from the hotspring

Return to Ryzel to get your reward: **(x5) Death Powder**. Approach the bonfire to activate another dream *"Stones of Heaven"* (#25) Enter the Medical Tent, approach the kid on the central bed to unlock the dream *"Signpost"* (#26). *Hint for treasure #23 will automatically be received as well.* Once done, exit the camp and select Ipsilon Mountains as your destination.

IPSILO MOUNTAINS

Enter from the north. Continue walking up north and before the turn, the dream *"A Chorus of the Cicadas"* (#28) will unlock. Exit south to the world map. Enter the mountains again but this time from the south. Make your way to upper levels of the abandoned mine. There is an NPC along the way named Blacksmith Lau. He's a person of interest later in the game. Continue backtracking to the peak, where you fought Grilgan. *Just walk near the summit and Cooke will automatically install the first magic gauge for you.* Exit to the world map.



THE BLACK CAVE

Enter the cave from the north. You'll be automatically in the Great Hall of Foul Creatures. *Seth will install the second magic gauge a bit north of the central magic engine.* Make your way to the next area.

Black Cave / Helltrap

Grab a firefly. Head north, then east to find a small path leading to a seal. Break it to get **Master Sword** and **Master Ring**. Exit the dungeon. Select the Ice Canyon (South) as your next destination.



ICE CANYON

Ice Canyon / Glacier Fang

Enter the canyon from the south. Walk NE of the savepoint and install the 3rd magic gauge. Exit the area and enter again from the north.

Ice Canyon / Snowy Plateau

Check out the hidden path to the NE where you got the Elmon Crown before. Break the seal to get Tolten's **Quad Element Charm**. This beautiful piece of accessory gives you resistance to all elements. It's exclusive for Tolten however you can have your immortals equip it after they master Tolten's "Royal Equipment" skill via linking. Exit to the world map and select your true destination.



GREAT ANCIENT RUINS

Great Ancient Ruins / Legacy of the Eastern Tribe

Save at the savepoint then use the platforms to reach the two chests here. The center chest contains a **Tablet Fragment** while the one to the NW has (x4) **Magic Staff Fragments**. Enter the large door to the N.



Special enemy notes:

Trookies - These are similar to Elmons back in the Ice Canyon. These little bastards can steal your precious accessories, even those currently equipped. Fortunately, you can still retrieve the stolen items; however, don't let too many items to be stolen or the attack called "Item Blast" will be your bane later. Prioritize defeating them first.



Moneys - These enemies looked like mini-men pulled out from a B-movie. Uncommonly encountered, they will just normally attack like any other monsters. However, if you met them for the first time, guard and allow them to use their "Steal and Heal" move at least once. You can defeat them normally from there on.



Great Ancient Ruins / Astral Square

Head north first past the platform to find a Royal Seal. Break it to get Tolten's **Golden Gauntlet**. Backtrack and ride the platform. Activate the switch on the next level, then look for another platform. From here on the party will split into two. Adjust your skill links accordingly.

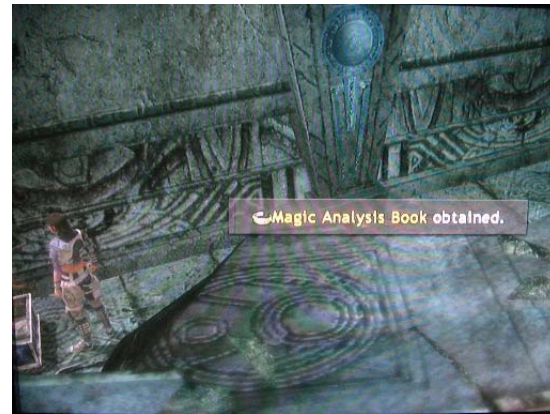
(Kaim) - Switch to Seth first immediately

(Seth) - Activate the switch, so the platform Kaim is on rises. Control automatically switches to Kaim.

(Kaim) - Ram the nearby platform to put it in its place. The room contains a chest with a **Magical Lock Key**. Take the stairs to the left, go down two levels.



Ride the platform to the west, then activate the switch. Get off the lower floor, walk all the way to the SW to find a chest behind the fallen Pillar. Obtain a **Magic Analysis Book** from it. Backtrack to the platform (don't ride it yet) and switch to Seth.



(Seth) - Ride the new platform to the left. Take stairs to the left, then another stairs to the west. Find a chest with **(x4) Iron Ball of Ruin**. Get back to the main path, take the SE stairs and follow the path. Ride the platform to the S. Grab **LV6 Spirit Magic Reset** from the chest. Follow the path N, past the red glyph on the floor. Ram another platform there. Switch to Kaim afterwards.



(Kaim) - Ride the platform up, talk to Seth to regroup and go back to your original battle formations. Approach the glyph for a short scene. Take the platform W to reach the next area.

Great Ancient Ruins / Hanging Corridor

Follow the path until you reach the next platform. On the lower level, there is a recovery orb and a save point. *As you approach the chest, Mack will immediately install the last magic gauge.* Open the chest to get an upgrade for your **Magic Powered Locator LV2**. Heal, save and continue to the next platform. Ride it and enter the door to the next area.



Great Ancient Ruins / Lunar Palace

The party will need to split up again.

(Kaim) - Step on the NE platform, switch to Seth.

(Seth) - Go to Kaim's platform and activate the switch. Control switches to Kaim automatically.

(Kaim) - Get (x5) **Dragon Scales** from the eastern room. Take stairs to the left, ram the platform in the far east. Switch to Seth.



(Seth) Backtrack to the NW, ride the platform. Follow path until you reach the next platform. Grab the green pillar and pull it all the way to the platform. This will force the platform to descend. Head east, get the **Trooky Talisman** from the chest. (Allow it to be stolen by the enemy Trookies) Pull the pillar down again and do the same thing on the next floor.



In the next floor, head north and grab the pillar and pull it. The platform will rise to Kaim. Take the stairs to the left, continue downstairs until you reach the bottom floor. There is a chest south containing **Twin Cross**. Continue west, by the red seal. Pull the pillar from the platform. Switch the Kaim.



(Kaim) Ride two platforms down. Go downstairs to the right, follow path until you reach a pillar. Pull the pillar to the platform to descend. Head left, to the south. Ignore the platform for the meantime, find a chest in the SW corner containing another **Tablet Fragment**. Backtrack to the platform, pull pillar and ride the platform. Talk to the party to regroup. Continue forth.



Great Ancient Ruins / Throne of Sun

Prepare for a boss battle. Ride the platform up for a scene. You will be thrown into a boss battle afterwards.

TARGET(S):	ANCIENT FIEND, X2 KEYSTONES
ITEM(S):	ANGEL RING, ANGEL FEATHER
TYPE/ELEMENT:	SPIRIT MAGIC/ NONE
SP/GOLD:	24SP/8000G



Both keystones enable the Fiend to counterattack against both physical and magical attacks. Defeating Keystone A disables the Fiend's ability to counter physical attacks while the Keystone B disables counter ability against magical attacks.

Like the Dinozaoro boss back in the Ice Canyon, this boss messes up with your formation and causes formation paralysis. If your characters' levels are high enough, then you shouldn't worry about that status. Concentrate on each Keystone first. Taking down Keystone A seems to be the best choice so that you can start mauling the Fiend with your attackers while your mages casts spells against Keystone B. Forcea works wonders against Keystones. Equipping your attackers with rings that provide Spirit Killer skill provides a damage bonus against these enemies. Casting buffs like Powerus further increases the damage of your primary attackers.

After the battle, watch the following scenes and you will be back on the world map. Dive first and head to the hypercurrents for another scene. *The Nautilus will now have the ability to get past the hypercurrents!* Let's go back to the Great Ancient Ruins to check some stuff.

GREAT ANCIENT RUINS

Great Ancient Ruins / Lunar Palace

You'll need to walk all the way to this area. You are looking for the Trooky Queen, in the bottom floor. If you let one of the Trookies steal your Trooky Talisman, talk to the Queen twice to enter a battle against these critters.

TARGET(S):	TROOKY QUEEN, X5 TROOKYs
ITEM(S):	SORCEROR'S BRACELET
TYPE/ELEMENT:	NONE/FIRE
SP/GOLD:	10SP/1100G



The only attack you should look out for in this battle is Item Blast. (dmg=number of stolen items X 500) If the queen uses this on somebody at the back row, then it should be okay. Start getting rid of the minions, while your spellcasters uses Aquara round the clock. If they have learned Jansen's LV52 skill Double-Cast, then the better.

After the battle you'll get all your stolen items back. The enemy trookys here will not use the Steal move anymore. Proceed to the Throne of Sun, where you fought the Fiend a while ago. Examine the center of the glyph to get **Lucent Dragon Discus** and **Lucent Dragon Ring**. **Treasure #13 found!** Exit the area and head back to Terrace Cave.

TERRACE CAVE

As soon as you enter, you will find glowing items on the floor, leading up on a trail. Pick them up (each is worth 1G) Follow the trail, until you picked the last coin. This will lead you to a chest but you'll need to take the path east then around to NW to reach it. Open the chest for a boss battle.



TARGET(S):	MONEY-MONEY
ITEM(S):	BIOGRAPHY OF BACKYARD
TYPE/ELEMENT:	NONE/NONE
SP/GOLD:	4SP/2500G



This isn't a particularly hard battle. You'll just need to attack normally and you'll punish this weirdo in a few turns. After the battle, you'll get the **Biography of Backyard** which can be given to Zelen back in the Backyard. You'll also get your stolen gold back. Exit to the world map, now we will do some item searching.

You can get 9 items from all the accessible areas for now. Below is the map where you can find these items. The new locations start with number twelve and are colored red. Don't wander to the Port of Numara yet since this will advance you further in the story. Also, Numara Atoll is now accessible. If your new characters are a bit low leveled or you still need to catch up learning more skills, spend at least a couple of hours there.



LEGEND:

- 12. Seed (90)
- 13. (x2) Purgatory Ores
- 14. (x2) Fujim Drum
- 15. (x2) Mother Nature's Spirits
- 16. (x2) Dark Demon Notes
- 17. (x6) Cape of Illusions
- 18. (x2) Perpetual Darkness
- 19. (x2) Draining Stones
- 20. (x6) Forbidden Explosives

After checking out the items, let's get some rewards for the completed side missions. Head to the Old Sorceress' Mansion.

Lost Odyssey

OLD SORCERESS' MANSION

Old Sorceress' Mansion / Courtyard

Make your way to the courtyard. The treasure marker will blink to the upper right. Obtain a **Blazing Fire Amulet**. **24th Treasure acquired!** Go downstairs to enter the Hermitage

Old Sorceress' Mansion / Old Sorceress' Hermitage

Once you're in, you'll hear a creepy, moaning voice emanating from the room where you fought/met Sarah. Prepare your team for a boss battle.

TARGET(S):	PERSONA
ITEM(S):	88 CALIBER MAGIC RIFLE
TYPE/ELEMENT:	NONE/WIND
SP/GOLD:	10SP/10000G



Kaim and Sarah are fixed characters for this battle. Have some status protections skills, like Anti-Petrify, Anti-Darkness and Anti-Paralysis. This boss loves to use its own version of Darkness, which damages the whole party, making them lose MP as well as inflicting the Dark status ailment.

Persona has two sides. The normal face absorbs magic while the knight/helmet side absorbs physical attacks. Switch your attacks accordingly. It only has 12000+ HP but this battle can be very hard if you don't know the proper strategy. Casting all generate is good. If your casters have learned Double-Cast, then the better. Just make sure your frontlines have Casting Support skill to make the casters' turns faster. Also, this boss has an instant death attack, fortunately, effective only to one target at a time. Just cast All-Cura if your characters have multiple status effects. Using All-Generate for all characters should be a good support for keeping their HP refreshed.

After the battle, you will get **88 Cal. Magic Rifle** and **Sarah's Notebook** as a bonus for this battle as well as the corresponding achievement. Exit to the world map and approach the Port of Numara using the Nautilus.

PORT OF NUMARA

Approach the port for a scene. The Arthrosaurus will be revived. Approach it to enter a boss battle against it.

TARGET(S):	ARTHROSAURUS
ITEM(S):	NONE
TYPE/ELEMENT:	BEAST/EARTH
SP/GOLD:	10SP/8000G



In this battle, use Windus if you already have access to it. Rings with Beast Killer LV3 or Wind LV3 will be very helpful in dishing additional damage. All-Generate is always a good support skill so have one dedicated healer always.



After the battle, view the following tutorial for the **Arthrosaurus Attack** mini-game. Keep in mind that...

- Its game over if even one arthrosaurus reaches the city
- There are 5 items that can be picked up by examining the spots where fishes thrive (available only on this mini-game)
- The best way to stop their advance is by engaging the battle, putting them to sleep and escaping

Make sure your spellcasters have Black Magic Lv4 or above. Sleep never misses when used on the arthrosaurus so escape the battle immediately once it's icon is removed from the turn indicator in the lower left corner of your combat screen. There will be four targets closing in to the city. Each of them has different elements so checking that first may help you defeat them faster. A sleeping Arthrosaurus will be indicated as a blue marker on the map, so don't leave the targets as long as they appear as red markers on the map. The edited mark below shows all the location of the items so grab them after putting all arthrosauruses to sleep. After defeating all targets, all destinations will be available from here on. I suggest checking out the Crimson Forest first for another Royal Seal.



LEGEND:

1. (x5) Dragon Scales
2. Slot Seed
3. 10 Kilo Weight
4. (x3) Decaying Particles
5. (x5) Dark Demon Notes

LOST ODYSSEY

CRIMSON FOREST

Crimson Forest / Maze of Gloom

Circle around from either the left or right side to reach the small dead end up north. Break the seal there to get **Royal Knight's Emblem** (Tolten Only). Like the other Tolten-only accessories, set the Royal Equipment skill active first before equipping this accessory. Now head to the next area.

Crimson Forest / Near the swamp

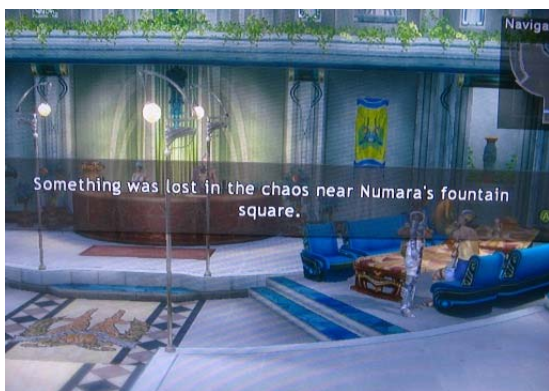
Take the NW road first, then continue heading to the NE corner. You'll find a treasure marker near the entrance of the Shrine. Pick it up to obtain **Ogre Bangle**. **Treasure #23 obtained!** Now visit City of Numara, enter the inn first.



CITY OF NUMARA

City of Numara / TheIran's Inn

Talk to the guy named Rakki sitting to the right. *You'll get a hint about treasure #14.* Talk to the old lady to the left side of the inn, by the harp. Sed will fix it and you'll get (x19) Cape of Illusions as reward. Exit.

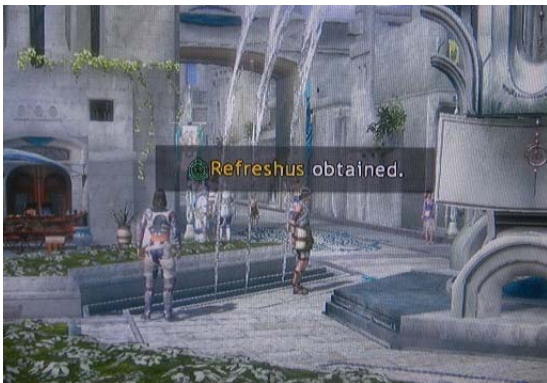


City of Numara / White Square

The marker should be immediately visible to the west. Find it near the central fountain. Pick it up for **LV7 Spirit Magic: Refreshus**. **Treasure #14 obtained!** Now exit east to reach the main street. Once there, enter Ninn's boutique.

City of Numara / Ninn's Boutique

Continue to the other room, and find a sparkle by the easternmost shelf. Read it for a short scene and receive (x3) **Purgatory Ores**. Exit the shop



City of Numara / Main Street

Continue west and you'll enter a man and his mother. After a short conversation, the dream "*Return of the Native*" (#29) will be unlocked. Continue to Canal Street.

City of Numara / Canal Street

Cross the bridge, then follow the path north. Approach a merchant and kid to the left to trigger another dream. Unlock "*Lottery of Life*" (#30). Enter the door nearby.

City of Numara / Katyla Family House

Talk to the kids to obtain a hint about treasure #17. Exit the house. The bridge is raised for some reason or another so exit the city and select the Port of Numara from the world map.

PORT OF NUMARA

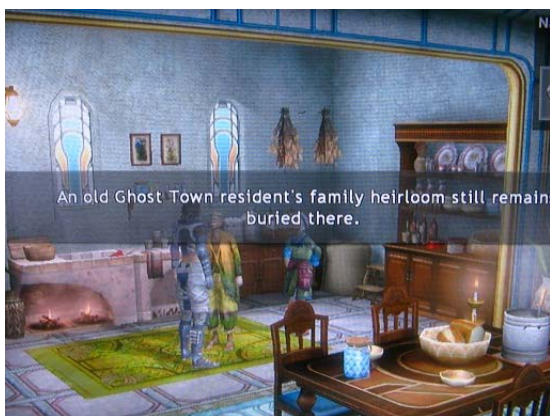
Take the street south to return to Canal Street. Enter the house there and talk to the old man to get the hint for treasure #15. Exit the house and head east to reach Ghost Town | City of Ruins.

Ghost Town / City of Ruins

Head to where the arthrosaurus once stood as a living statue. You'll immediately find the marker. Pick it up and obtain **LV7 Spirit Magic: Reversa**. **Treasure #15 obtained!** Continue to Funeral Beach to meet the Pipot near Cooke and Mack's house.

Ghost Town / Funeral Beach

Surrender your **Tough Seed** to get a **Fuzzy Seed** (favorite by the pipot in the Construction Base). Exit the world map and head to the Construction Base.



Lost Odyssey

GRAND STAFF CONSTRUCTION BASE

Building Material Warehouse

Enter the warehouse to the NW and talk to Venim. You will be rewarded with (x6) **Ceremonial Crystals** for collecting magic capsules. Exit.

Temporary Laboratory

Talk to Lilan here to get (x8) **Magic Staff Fragments** for installing all four magic gauges. Exit.

Construction Base

Head to the NE to find a Pipot. Trade your **Fuzzy Seed** for a **Rough Seed**. Exit to the world map, and head for Tosca Village.



TOSCA VILLAGE

Head to Old Man Bosso's house. Trade your **Rough Seed** for a **Smooth Seed** (favorite by the pipot in the White Boa) Return to the City of Numara.

CITY OF NUMARA

Numara Palace / Facade

Head north to reach the palace. Save your game and enter the main door. Watch the following scenes. You will be thrown into a boss fight.

TARGET(S):	KAKANAS HEAVY TANK, KAKANAS CANNON, (x2) SUPPORT HEAVY TANK
ITEM(S):	99 CALIBER MAGIC RIFLE
TYPE/ELEMENT:	MECHANICAL/NONE
SP/GOLD:	26SP/20000G



Having Mecha Killer skills help out a lot in this battle. Like the last battle with Kakanas, his heavy tank has two special attacks represented by the gauges in the upper left corner of the battle screen. The two support tanks absorb MP from the whole party to fill up the gauges. Unfortunately, they can instantly fill up the gauge with just a single absorb. Support tank A fills up the Kakanas Cannon gauge which enables the bald-headed villain to use his tank's Full Charge Cannon attack. This deals heavy damage to the whole party. The other support tank fills up the Kakanas tank gauge which enables the boss to use the Full Hit attack. This deals heavy damage to one front character and also significantly reducing the GC level. Make sure to destroy Support Tank A first to get rid of the Full Charge Cannon attack.

For your characters, have your casters use All-Generate and buffs. For the offensive, use high-level composite magic to deal damage to all targets while your front row characters wear down their assigned targets. Heal as often as needed and you should be able to defeat the targets.

Watch the following scenes and you'll obtain the last dream "*The Queen's Loneliness*" (#31) You'll unlock the corresponding achievement as well. For Sed, you'll unlock **99 Cal. Magic Rifle**. Watch more scenes and you'll find yourself inside Numara Palace's Chamber of Flowers.

Numara Palace / Chamber of Flowers

There is a savepoint here and a bed where you can rest as well. Examine the closets here. Get (x5) **Loud Bells** from the closet to the right and a **Seed** (91) to the lower left. Save your game and exit to the Corridor Garden. Enter the next chamber to the left.

Numara Palace / Winds Chamber

Open the closets inside the chamber to get (x6) **Forbidden Explosives** and **Seed** (92). Exit to Corridor and take the elevator to the 2nd floor. Enter the next Chamber to the right.

Numara Palace / Songs Chamber

Get (x5) **Aqua Bomb** from the closet to the lower left. Obtain (x6) **Spent Magic Engine** from the NE closet. Exit the chamber and enter the next chamber to the west.

Numara Palace / Waves Chamber

Get 5000G from the SW closet and **Seed** (93) to the NE. Exit to the corridor and head to the south to reach the Queen's Chamber.

Numara Palace / Queen's Chamber

Referring to the map, find an urn in the SW corner to get **Seed** (94) Head north and find a chest. Obtain **Cubic Music Score #8**. There is another urn to the NE corner. Obtain (x2) **Fairy's Cradle** from it, Exit the chamber, return to the first floor and exit south. Continue heading out until you reach the White Square.



City of Numara / White Square

Talk to the cubic musician Lato near the SE exit and play the latest score piece you got. Head to the Main Street after that.

#8 "Try to remember"

Members: 4

Reward: **Elfin Charm**

G, B, A, D

G, A, B, G

D, rest, G, D

E, A, G, A

B, E, B, E

City of Numara / Main Street

Find Rona and her dog along the way, standing near Ninn's Boutique. Learn about this trapped bird in the rubble, in the front of the palace. Return to Palace Façade.

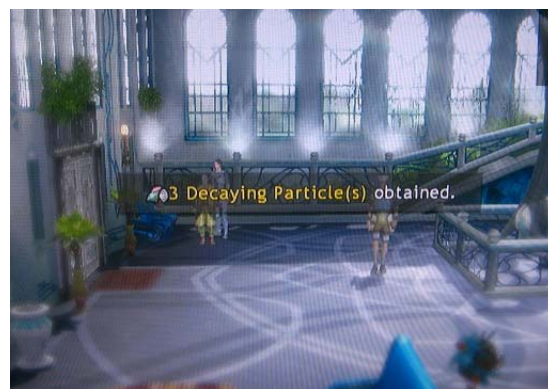
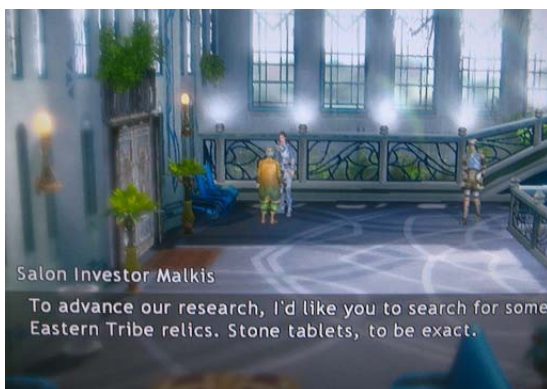
Numara Palace / Facade

Examine the lone bird perched on the rubble. You'll get (x6) **Ancient Statue** after fulfilling the short request. Leave the area and return again. *Talk to Rona again to get another sidequest. This time, you'll need to gather some flower seeds.* Head back to Main Street (Take the NE exit from White Square)



City of Numara / Main Street

Enter the Salon. From there, talk to the *old man near the entrance* (Investor Malkis). He will request you to *gather Stone Tablets*. Since we have been collecting tablet fragments for a while now, just talk to him again to get your reward. (X3 **Decaying Particles**) Continue to Canal Street.

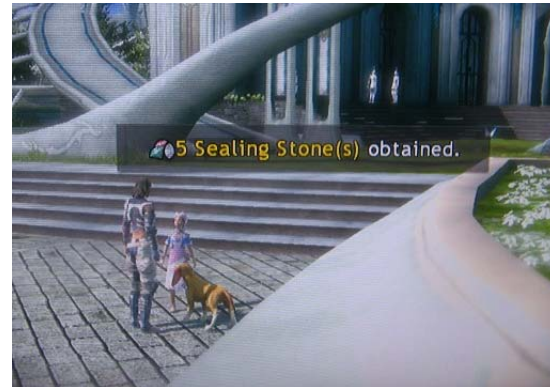


City of Numara / Canal Street

After crossing the main bridge, follow the small path underneath it. It will lead you to a newly opened shop with some new equipment and a good number of uncommon components as well. Buy whatever you need and continue north along the main path. The small bridge has been lowered now, giving you ready access to the Port. Once there, head to the Ghost Town area.

Ghost Town / City of Ruins

Head to where the Tenderflora bed are. Examine the glowing object on the ground. Pick it up to receive **Flower Seed**. Backtrack to the Palace Façade and surrender it to Rona. You'll get (x5) **Sealing Stones**. Backtrack the to the port.



City of Numara / Port of Numara

Head to the west and talk to one of the guards to open the gates. Find the terminal's entrance to the NE. Enter it.

Port of Numara / Terminal Building

Check the locker to the east. Get a **Seed** (95). Go upstairs north and talk to the guard to depart.

THE WHITE BOA

The White Boa / Pilothouse

You'll be controlling Jansen. Ringmaker Trace is in here too. There is a recovery orb and save point here as well. Find a pipot to the SW corner. Trade your **Smooth Seed** for a **Puffy Seed** (favorite of the pipot in the Pirate Fortress) Take the elevator to the east. Select the Guest Area first.

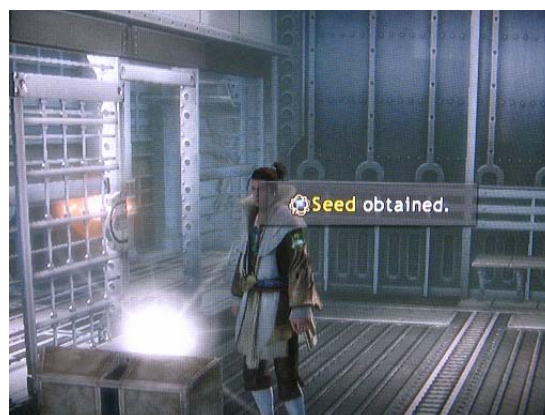
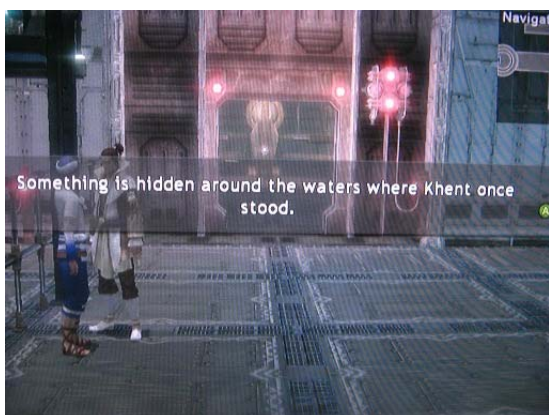
The White Boa / Guesthouse

Now, you will have the chance to examine the rooms. Only the SW and NE rooms are worth checking out; the other two are empty. *Talk to the guy standing by the pond, to the left to get a hint about treasure #16.* The SW room contains two urns with **Goddess Medicine** and (x4) **Flowers of Suspicion**. The NE room contains a chest with (x2) **Dark Demon Notes**. Head back to the elevator and select Engine Area.



The White Boa / Engine Area

Talk to the crewmen nearby to get the hint about treasure #19. Make your way back to the Brig (where your party was held as prisoners) Enter the cell beside the savepoint and get a **Seed** (96) from the chest. Exit the area and head back to the elevator. Choose the Main Deck as your next destination.



The White Boa / Main Deck

Find the treasure marker near the machine up north. Obtain (x3) **Star Absorbers**. Approach Ming to the east for a rather mushy scene. After a short while, you'll be in control of Jansen again. Head east a bit to catch the two peeping kids. More scenes will take place afterwards.



THE WHITE BOA

You'll now control the White Boa, capable of breaking the ice fields. The White Boa is controlled like the Slantnose, only slower. To break the ice, just push yourself and the Boa will do the rest for you. The Nautilus will also have the "Jump" ability. It will be capable of flying. However, it can only land on water. Moreover, the Nautilus can dock within the White Boa. For now, head back to the pilothouse. There is a merchant here so check out his goods. Try to create some newer rings as well. Take the elevator east and select Guests' Area. Once there, head north to enter the Queen's Room.

The White Boa / Queen's Room

Approach the harp for a scene. You'll get **Ming's Harp** after the scenes. Return to the world map.

WORLD MAP

There are new areas that are unlocked here. Avoid going in or approaching the Grand Staff at all costs! There is still a lot of extra stuff to do and it's the best time to do it now. Land at the port of Numara to open up the world map menu, select Western Shore of Uhra. Sail up north and break the ice in the NW part of the continent until you get the prompt to land.

SNOWFIELDS OF THE NORTHERN LAND

Jansen will remind you that a legendary spell can be found in this area. Also, you'll notice that your party's HP is slowly being drained. This is some sort of a little maze. Just head to the direction where the wind/particles are coming from. Do this for at least 5 times and you'll encounter an optional boss battle.



TARGET(S): BLUE DRAGON
ITEM(S): BLUE DRAGON'S EYE
TYPE/ELEMENT: ORGANIC/NONE
SP/GOLD: 10SP/10000G

Equip some good rings with Bio-Killer skills. This boss absorbs elemental damage so it will be a good idea cast healing and support spells instead. It takes turn twice (probably because of doublecast) Its attack patterns seems to be fixed; Prisma and Death/ Leveler/ All-Curse and Forceus. Leveler deals considerable damage but fortunately, it can only target one character. With only HP9350, this battle shouldn't take that long. Just make sure you equip Anti-Curse for your characters and avoid healing the boss with elemental attacks. Gamble works fine, but I suggest leaving the offensive to your frontline. Buff them with Powerus with Bio Killer Skills and this boss is a goner.

Aside from the **Blue Dragon's Eye** accessory that you'll get as battle spoils, you'll also get **LV8 Black Magic: Leveler**. The corresponding achievement for this battle will be unlocked as well. Return to the world map then back to the White Boa.

WORLD MAP

Sail east, then break the ice sheets to the SE to enter an inland sea. Deploy the Nautilus and submerge. You can find the last 4 visible items here.



LEGEND:
 21. (x2) Glacial Ice
 22. Seed (97)
 23. Slot Seed
 24. Kelolon's Soul
 ?! - Sunken pirate crewmate; activate sidequest from Pirate Fortress

When submerged, a small pathway on the map will be visible (to the left of item #24 from the map above), leading to a small lake. Take the tunnel and surface to reach the Kelolon Village.

KELOLON VILLAGE

Examine the urns here to get (x2) **Kelolon's Soul**, **Godly Dragon Tears**, **Seed** (98). There is another **Royal Seal** at the end of the small path to the NE. Get a **Quad-Element Amulet**. Head north for the plaza. There is an inn and shop nearby. The shop sells **LV8 White Magic: Resurrect** for 30000G. There are new weapons here, as well as uncommon components. Save at the savepoint nearby.



Talk to Kelop in the center of the plaza and agree to join the Tournament's qualifier rounds. Equip Cooke with the best weapon and any of the following rings: Angel Ring, Planet Ring and Kelo-Ring (higher version, the better). Fortunately, all Kelolons are weak against earth based attacks. For the enhancement, having an Amulet will help in absorbing some damage. For the Qualifier rounds, Cooke will just need to defeat 4-5 enemies - all are too easy. You'll get 5SP and (x5) **Kelo-Oil** as reward. Save and prepare for the finals. Remember that HP is not recovered in between matches,

First Round

TARGET(S):	KELO-KELOLON
HP:	460
TYPE/ELEMENT:	KELOLON/WATER
SP/ITEM:	5SP/(x5) KELO-HELMET



TIP: The large Kelo-Kelolon casts Kelolon spell so have Kelolon Earrings equipped until this guy transforms. Usually, it will transform immediately; sometimes, you'll need to deal damage to it first. Either way, the large target will eventually split into five Heavyweight Kelolons; this could spell trouble since they can deal substantial amount of dmg. Fortunately, each of their HP is just 80 - make sure you have at least high enough HP to endure a few attacks until you cast Shine. That spell should take care to all of them at once.

Second Round

TARGET(S): UNCLE KELOLON
HP: 700
TYPE/ELEMENT: NONE/NONE
SP/ITEM: 2SP/ NONE

WIFEENA
160
KELOLON/WATER



TIP: This con can deal a good amount of damage per attack and I don't really suggest fighting him head to head physically. Try using Gamble to kill this enemy. When critical, Uncle Kelolon will call for his wife, Wifeena. This could be troublesome since Wifeena can heal him. Keep on using Gamble to any of them in case you were not able the defeat Uncle immediately.

Third Round

TARGET(S): SELF-CLAIMED LV99
HP: 770
TYPE/ELEMENT: KELOLON/WATER
SP/ITEM: 1SP/ KELOLON SOUL

TIP: Nothing special about this battle; just equip any of the rings mentioned above and attack. Getting a Perfect hit will definitely defeat this enemy in one hit.



Fourth Round

TARGET(S): MACK
HP: -NO DATA-
TYPE/ELEMENT: -NO DATA-
SP/ITEM: 1SP/ NONE

TIP: Nothing special about this battle either. Just attack him and the battle will end automatically.



Watch the following scenes. Save, include Cooke in your battle formation. Talk to the King Kelolon to enter a boss battle.

TARGET(S): KING KELOLON
ITEM(S): KELONGA CROWN
TYPE/ELEMENT: KELOLON/WATER
SP/GOLD: 10SP/10000G



This boss is surprisingly easy. Since you have your full party, equip your front row characters with the recommended rings mentioned earlier. Cast buffs and protection spells. Divide is the only offensive spell the King will cast. Covera nulls one attack but the King will be vulnerable after that. Just attack normally and this battle will be a breeze.

Aside from the **Kelonga Crown**, you will also learn **LV8 White Magic: Divide**. A corresponding achievement will be unlocked as well. Exit the area and return to the world map.

WORLD MAP

Sail out of the inland sea, and head east. There should be another ice sheet to the NE. Push through the ice until White Boa isn't able to move anymore. Launch the Nautilus and enter the Forgotten Cave. I suggest checking this cave later since there are hidden chests that can only be seen after getting a certain item (which we will get our hands on a short while). Visiting the Cave will permanently list it in your map destinations so it will be easier to visit it again later on.

Continue east until you reach the NE tip of the continent. Break the ice to enter the Pirate Fortress.

PIRATE FORTRESS

Pirate Fortress

Walk N for a short scene. Learn that Sed's other crewmembers have yet to come back. First, explore the place and grab all the items. Ride the gondola down, go right, up up two ladders to get (x6) **Master Thief Tools** and **Seed** (99) from the urns. Climb the stairs to the left and get a Goddess Medicine from the run. Enter the room.

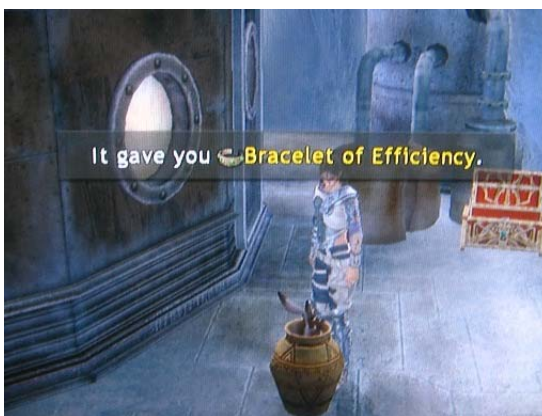


Pirate Fortress / Sed's Studio

Examine the desk to upgrade your **Magic Powered Locator** to LV3. Exit the room

Pirate Fortress

Climb down the ladder, then continue right. Climb another ladder to find a penguin. It will start to walk. Follow it until you reach the next screen containing the last Pipot and a chest containing **Cubic Music Score 9**. Trade your Puffy Seed to receive the **Bracelet of Efficiency**. Trade all your 99 seeds to acquire **Pipot Collar**.



Backtrack to the other side, and on the same platform where you found the penguin lies another urn with (x6) **Jet Black Clothes**. Exit the Fortress and back to the world map. From the world map, enter the ship's interiors.

THE WHITE BOA

Take the elevator and head to the Guest Area

White Boa / Guest Area

Find Cubic Muscician named Luto to the NE corner of the garden. Play your score piece.

Lost Odyssey

#9 "Cubic Maestro"

Members: 4

Reward: **Sunderch Sunglasses** (to see hidden chests)

rest, E, E, rest

D, rest, C, D

E, G, A, B

F, E, D, E

B, A, G, E

C, C, D, E

A, rest, E, D

After getting your reward, open the door north to reach the Queen's Room. Find the **first crewmate** (Gondy) there. Return to the pilot house and depart. Head to the nearest landing point and select Northern Shore of Ipsilon as your next destination.



WORLD MAP

Once here, launch the Nautilus and submerge. Examine the queer bubbles you've seen a while ago to rescue Jila, the **second missing crewmate**. You will also see a treasure marker to the NE. Control the Nautilus gently as you approach the marker. You should be in the precise location in order to get the treasure. Obtain **Solomon Staff** and **Solomon Ring**. **Treasure #19 obtained!** Head back to Kelolon Village.



KELOLON VILLAGE

Head north to the plaza. In a short while, you will be thrown in a seemingly harmless random fight. However, Sed's third crewmate appears to be in trouble. Defeat all the enemies before the crewmate's HP is reduced to zero.



Also, talk to the lone Kelolon, south from the group. Help him light all 10 torches. This is a mini “vice-versa” puzzle; when you light an empty torch, the torches adjacent to it also light up. But if you try to light up an empty torch with two activated torches beside it, the other two flames will be put out and the torch you activated will light up. However, if you put out a torch with two flaming companions, all three will be deactivated. It is really hard to create a solution for this, let alone taking notes at all. Once you managed to light them all up, you’ll get (x17) **Iron Balls of Ruin**. Exit to the world map and head to Saman next.

MERCHANT TOWN SAMAN

Saman / Mainstreet

The fourth missing crewmate is here, screwing up with the kids. Find him beside the large tree along Mainstreet. Head to Andun’s Item Shop.



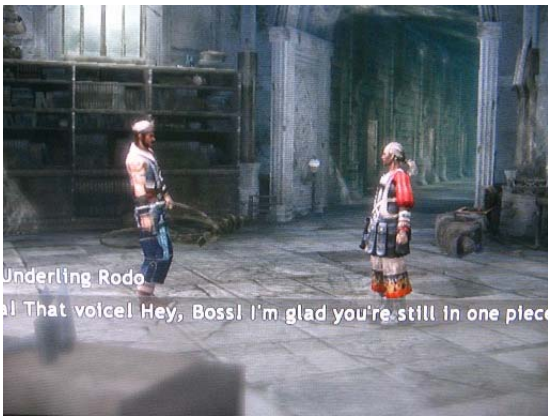
Saman / Andun's Item Shop

As soon as you enter, Andun will tell you about a cursed Eastern Tribe mask that keeps on troubling him. Agree to take it. You’ll obtain the key item **Enchanter's Mask**. Go to the Old Sorceress’ Mansion next.

OLD SORCERESS’ MANSION

As soon as you arrive, there will be ghostly appearance by the window. Sed doesn’t think so. Head to the right first to find the first invisible chest. Obtain **Master Earrings**. Enter the mansion and proceed to the left hallway to find the fifth stray pirate. Exit and go to the Sea of Baus.

Lost Odyssey



SEA OF BAUS

Head to the right to find another invisible chest containing **LV8 Black Magic: Prismus**. Head north by the broken footbridge and find the last crewmate inside the barrel. Head back to the Pirate Fortress



PIRATE FORTRESS

Pirate Fortress / Sed's Studio

Approach the Gondola for a scene. Crewman Barg will tell you to visit Gar in Sed's Studio; make your way there. After a short conversation, you will receive **Magic Rifle of Aneira** and **Aneira Ring**. Now leave the fortress and enter it again. Approach the gondola again to get a **Slot Seed**. Exit to the world map and select the Northern Coast of Numara as your next destination.



WORLD MAP

Don't land on the port; instead, make your way to the NW until you see the treasure marker. Launch the Nautilus and dive to the exact location. This is a bit of trouble since the treasure is located in between the island wall and hypercurrent which tend to give you false alarms (vibrations if your are over the treasure's location) I suggest moving slow and carefully around the spot and look out for the action command in the bottom right of your screen. You'll get your hands on the **Apocalypse Rod** and **Apocalypse Ring**. **Treasure #20 obtained!** Head to Gohtza next.



CITY OF GOHTZA

City of Gohtza / Low Town

Enter from the east to enter Low Town. From there, head to the Abandoned Apartment, cross the bridge to the right, then go down south. You should find a ladder leading to another invisible chest containing **LV8 Spirit Magic: All Powerus**. Climb back up. From here on you can either enter Heavy class battles in the Backyard or head back to collect other items. If you are pretty high leveled, I suggest completing the heavy class. Otherwise, skip this part for the meantime and just back-read for the tips and bonus conditions.



Abandoned Apartment / Backyard

Hand over the **Magical Lock Key** you found a while back to unlock the Heavy Class division. Give your **Biography of Backyard** to the guy that collects it so that he can provide you some generic tips about the Heavy Class battles.

Lost Odyssey

Heavy Class

11: MEAT EATERS

Condition(s): Defeat all enemies, 3 characters only

Target(s): x7 Raptors, Raptor Boss

Reward: (x5) Soul Medicine

Bonus: Defeat the Raptor Boss

Reward: Slot Seed



Tip: Just like the Don Laploss sidquest, you'll need to defeat raptors, leaving at least one or two surviving to call for reinforcements. After a while, the Raptor boss will appear. Defeat all the raptors now to end the battle.

12: A GERM OF ANNOYANCE

Condition(s): Defeat all enemies; Poison, Dizzy and Seal status ailments

Target(s): x3 Gaiatoad, x2 Experiment No.42

Reward: Slot Seed

Bonus: Do not revive fainted characters (auto-resurrection included)

Reward: Ochre Earth Amulet



TIP: Ordinary attacks and spells doesn't work on the Experiment No.42s. Equip your attackers with rings that have deal GC Down skills like Destruction Ring, Hammer Ring and Royal Knight Ring. You can have your magicians use bombs and recovery items. Hopefully your attackers target the gaiatoads first since their Squash attack deals severe percentage-based damage. Don't take too long since fainted immortals auto-revive after a few turns.

13: SHARED FRONTLINE

Condition(s): Defeat Eastern Sage

Target(s): x4 Doll Queen, x2 Neo-Generator, Eastern Sage

Reward: x3 Mana Prime

Bonus: Defeat 16 Doll Queens before defeating the Eastern Sage

Reward: Slot Seed



TIP: Equip Anti-Seal skill to your magicians so that they can heal and cure status ailments. Concentrate on attacking the dolls so that the generators will just continuously create Doll Queens. Keep your count and after 16 Doll kills, attack at will.

14: ENTER KELOLON COMMANDER**Condition(s):** Defeat all enemies**Target(s):** x3 Kelo Ranger, 1 Kelo Brigadier Captain**Reward:** x10 Kelo-Oil**Bonus:** Defeat the Kelo Brigadier Captain first**Reward:** Slot Seed

TIP: Use Gamble or Break hit against the Kelolon Brigadier Captain. Hopefully, with a few lucky shots from the recommended skills, the Captain should be defeated in 2-3 turns. The Kelo Rangers can really deal massive damage, especially when they use their combination attacks. Once the captain is down, concentrate your attacks on a single Ranger. They won't be able to use their devastating combination attack any longer without at least 3 kelos. Also, these annoying critters casts Death which has a very high probability of killing your characters instantly. Fortunately, they are like the other Kelolons: they are still weak against Earth Based attacks. Continue resurrecting your characters and cast All-Generatus to support them. Once one of the Kelo Rangers is gone, you won't have that much trouble getting rid of the two.

15: ABSENCE OF IMMORTALS**Condition(s):** All mortal characters required**Target(s):** Dinozaoro**Reward:** x3 Golden Dragon Tears**Bonus:** Do not use any skills (spells allowed)**Reward:** Slot Seed

TIP: This is the same Dinozaoro you defeated back in the Ice Canyon but it does have more HP. Make sure you equip your mortal characters with the best equipment you have. Of course, start the round by casting buffs and support skills. Forcea is a good offensive spell to use while rings with Bio-Killer are your best bet here. This boss will start the few turns crushing and disrupting your party formations. If you are lucky, it will use Formation Paralysis without changing anybody's positions.

Trade your stars to get the following prizes as well as the corresponding achievement.

35 stars - (x6) Cape of Illusions

40 stars - (x25) Invisibility Potions

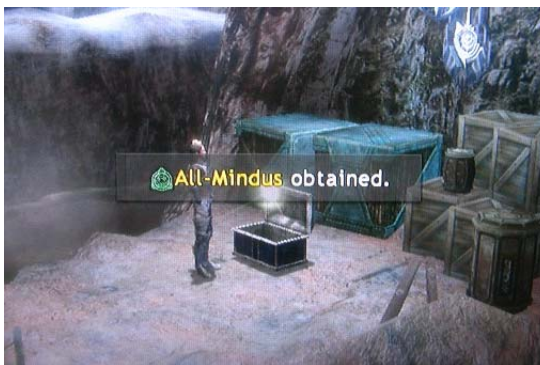
45 stars - (x14) Forbidden Explosive

Just one more class to go! Exit the city and head to the Refugee Camp first.

Lost Odyssey

GOHTZA REFUGEE CAMP

The hidden chest in this location can be found in the platform near the hot spring. Obtain the **LV8 Spirit Magic: All-Mindus** from it. Exit the camp and head straight to Gohtza.



CITY OF UHRA

City of Uhra / Residential Area

Head directly to the Residential Area. Find a hidden chest in the SE corner. Obtain **LV8 White Magic: Zypherus**. Head to Gongora's Mansion, then to the Secret Cave.

Gongora's Mansion / Secret Cave

You will find the hidden chest immediately after going downstairs. Obtain **Composite Magic Book** (Special Accessory skill required) from it. Leave the mansion, backtrack to the Central Station and take the magic taxi there to Castle Station Square.



Uhra / Amphitheater of the Sky

Make your way to Uhra Castle and take the elevator there to reach the Amphitheater. Head north to reach the final Royal Seal. Remember that you won't be able to break it without finding and breaking the other eight. Watch a few scenes and Tolten will be forced in a boss battle alone. (Don't worry it's scripted)

TARGET(S):	GOLDEN KNIGHT
ITEM(S):	NONE
TYPE/ELEMENT:	NONE
SP/GOLD:	NONE



For the first 3 turns, you can only choose the command "Accept". After that, you will have full control of Tolten. Attack or heal a few more turns and the Knight will mention something about "protecting oneself". During this point, use Complete Defense immediately. The Knight will use Ultimate Hit, which can still deal massive amount of damage even while Complete Defense is active. After enduring the attack, the Ultimate Hit skill will be available for Tolten to use. Use it immediately during your turn to end the battle and learn the skill permanently.

After the battle, you will also receive two very powerful equipments; the **Age of the King** sword and **King Ring**. You will also unlock the corresponding achievement. Once done, exit Uhra and head to Ipsilon Mountains this time.

IPSILOM MOUNTAINS (NORTH)

Ipsilon Mountains / Near Mountain Hut

Proceed to this area and find a small path leading SE. The hidden chest is located by the old tree trunk. Obtain **LV8 White Magic Coverus** from it. Exit through the Mountain Hut and to the peak.

Ipsilon Mountains / Peak

Find another hidden chest near the savepoint. Obtain **LV8 Black Magic: Forceus**. Leave the mountains and select Ice Canyon as your next destination.



ICE CANYON (NORTH)

Ice Canyon / Snow Plateau

Take the secret path leading to where the Royal Seal and Elmon Crown were located. Find a hidden chest nearby containing **LV8 Spirit Magic Regenerus**. Exit the map and proceed to the Northern Cape.

NORTHERN CAPE

Take the path east and find the hidden chest near the edge of the cliff. Obtain **LV8 Black Magic: Death** from it. Exit to the map and proceed to the Crimson Forest.



CRIMSON FOREST

Crimson Forest / Maze of Gloom

Make your way to the NE part of the maze and find a magic elevator. Take it to reach the Altar of Abyss.

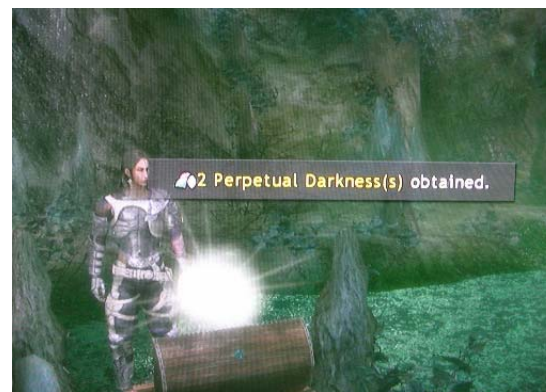
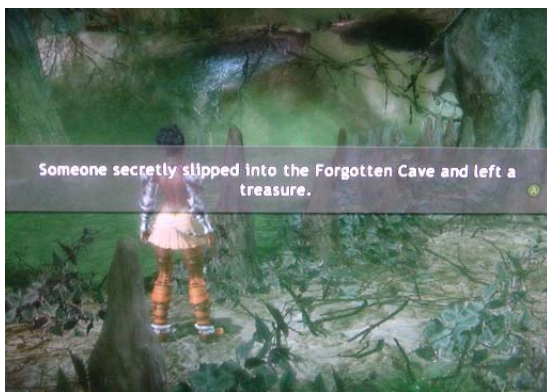
Sorcerer's Shrine / Altar of the Abyss

Proceed to the altar to find the hidden chest with **Cursed Crest**. Exit the map and head to the Forgotten Cave.



FORGOTTEN CAVE

Somehow you won't be able to use any items in the area - during battles or on the main menu so exploring this area when you're at a high level is recommended, as well as Relax and Auto-MP Recovery. *Walk forward and you will automatically receive the last treasure hint (#18).* Wade through the toxic water to the right and find a chest containing **(x2) Perpetual Darkness**.



Head NW to find a chest containing (x2) **Fairy's Cradle**. Take the path east to find the treasure marker. Examine the spot and obtain an **Angel Guard**. This wonderful piece of equipment protects you from all status ailments, except Kelolon and Death. Have your immortals learn it immediately. **Treasure #18 obtained!** Find another chest to the NW, get (x5) **Death Powder**.



Backtrack to the main entrance and head NE, past the overhead footbridge. Get (x3) **Ancient Statue** from the chest. There is a boss fight above so be prepared. You can fight random battles here first to master the Ailment Resistance skill from the Angel Guard. When ready, walk around and take the path upghill to the NE.

TARGET(S):	CAVE WORM
ITEM(S):	NONE
TYPE/ELEMENT:	ORGANIC/NONE
SP/GOLD:	10SP/10000G



Lost Odyssey

Seth will be a fixed character here. Equip your attackers with Bio-Killer rings. This enemy can deal massive damage by attacking characters consecutively. Make sure to cast All-Generatus and other support spells to everybody and attack buffs to your attackers. Forceus works great, while having Perfect hits against the enemy further increases your damage potential. With just HP10000, this battle shouldn't take that long.

After the battle you'll receive **Gravity Rave** (Seth only) and **Gravity Ring**. You will also receive Aneira's Plume and unlock the corresponding achievement for defeating this boss. Now time to get the remaining items. Jump to the west side to get (x6) **Forbidden Explosives**. Head north from the main area to reach a small deadend with a chest containing (x6) **Ruin Masks**. You may not leave the cave and head to the Numara Atoll.

NUMARA ATOLL

Time to summon the Holy Beast Ming was talking about. You will need **Ming's Harp** in order to summon the beast. If you still haven't got it yet, get it from Ming's room inside the White Boa | Guest Area. Save first, then prepare your best party. Head north until a short scene triggers. A boss battle will ensue afterwards.

TARGET(S):	HOLY BEAST
ITEM(S):	1000 YEAR MEMORIES
TYPE/ELEMENT:	BEAST/ WATER
SP/GOLD:	10SP/10000G



This battle isn't hard. Just equip Anti-Sleep or Ailment Resistance skills. Beast-Killers and Earth effect rings are your best bet on winning this battle. Forceus can also deal massive amount of damage to the enemy. Cast the usual healing and support spells first. Having Null All Elements skill equipped is also essential for blocking its All-Groundus and All-Aquaus attacks.

After the battle you will obtain the 1000 Year Memories accessory. This exceptional item allows your immortals to obtain +10 more skill slots, which is stackable from the existing +3 and +5 skill slot skills. After watching a few more scenes, head back to the Port of Numara for the last sidquest you can complete at this point of the game.

CITY OF NUMARA

City of Numara / Canal Street

Make your way to Canal Street. Find Chuchu talking to the kids you have helped back in Disc 1. Agree to help search her treasure. Head to the Port.

Port of Numara

Enter the port, and head to the NE. Find a glowing object in a deadend. Return to the kids and talk to Chuchu to get **(x9) Pandora's Box**. Exit the city and proceed with the real mission.



WORLD MAP

You can either start from the Northern Coast of Numara or the Western Coast of Uhra. Approach the Grand Staff for a scene. You will be automatically start inside.

GRAND STAFF

Grand Staff / Engine Area

Take the first ladder nearby and follow the walkway to find a can. Kick it for a **Goddess Medicine**. Backtrack to the main path and head NE. Find another can, kick it for **(x3) Power Reactor**. Save at the savepoint. Continue NE and find a ladder. Follow the walkway then down another ladder again to reach a terminal. Operate it to turn off the steam release valves. Backtrack to the main path.

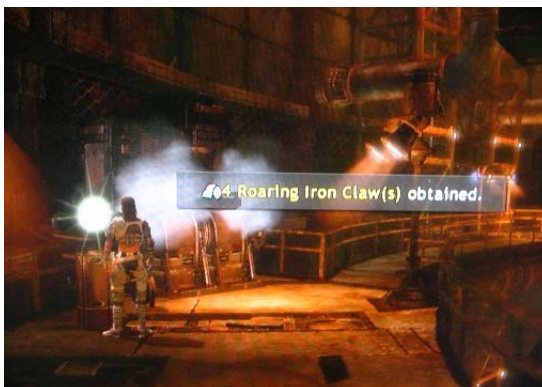


Head to the NE corner, climb the ladder to reach a chest containing **LV7 Black Magic: Aquaus**. Backtrack to the main path, then slowly cross the large pipe to reach the other side. Take the elevator.

Lost Odyssey

Grand Staff / Second Boiler

Take the first ladder up, then follow the walkway to reach a container containing **Slot Seed**. Backtrack to the main walkway. Kick the cans along the way to get (x3) **Living Brass** and (x4) **Roaring Iron Claws**. Take the elevator.



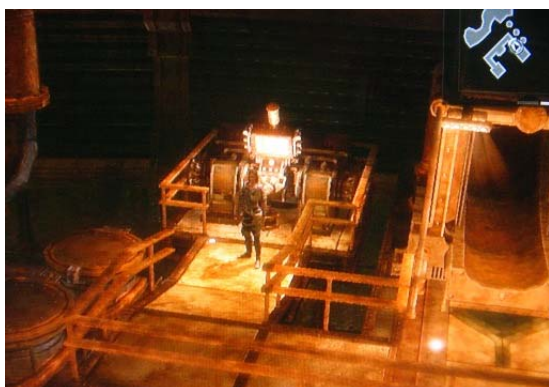
Grand Staff / Armory

Head north for a quick glance at what's inside the cryo-tubes. When you operate two tubes here, you will be thrown in an event battle against Experiment #1's. But there are more than meets the eye. These enemies carry a very rare accessory **White Charm**. Unfortunately, you can't steal or mug it. You will need luck for these enemies to drop one. When ready to proceed, enter the tunnel and drop off back to the Second Boiler.



Grand Staff / Second Boiler

Operate the nearby terminal to shut off the steam release valve. Jump over the three platforms to the left to reach the other side. Cross the pipe slowly, continue N, kick the can nearby to get **Ambrosia**. Take the elevator.



Grand Staff / Armory

Ignore the other elevator for now. There are more cryo-tubes here, two of them are operable. Ride the platform the SE to reach the other side. There is one operable cryo-tube here and a chest containing **LV7 White Magic: Shinus** from the chest. Use the platform again to reach the other side. Enter the tunnel and fall down back to another area in the Second Boiler.

Grand Staff / Second Boiler

Find another chest containing **Sorcerer's Discus**. Ride the platform to reach the main walkway and take the elevator up. Upon reaching the Armory once again, take the other elevator up.



Grand Staff / Engine Section

Take the ladder down south, follow path. Ascend the ladder further south, then climb the ladder to the SW. Move along the walkway and find a terminal. Operate it. Go back to the main path, descend ladder to the NE. Kick the two cans nearby to get **Godly Dragon Tears** and **LV7 Black Magic: Groundus**.



Climb back up, cross the pipe and climb the first ladder, then descend using another ladder to the other side. Find a broken terminal here, so take the nearby ladder down. Descend to another ladder. Move the crate and push it the gap in front of the terminal to create a footbridge. Operate the terminal, then the ladder to the NW corner. Walk past the pipe to the NW, then take the NE elevator.



Grand Staff / First Boiler

Run past the first ladder and follow the path until it reaches a deadend to the NW. Find three cans here; obtain (x3) **Sealing Stones**, **Mana Prime** and (x4) **Magic Staff Fragments**. Return to the only ladder up. Go NE, there are cryo-tubes here as well; though there is only one operable. Descend the ladders twice, follow the walkway until you reach a ladder. Climb up again the ladder and find 3 cans containing **Power Drink**, **Head Full** and **Magic Storing Stone**. Ride the nearby elevator.



Grand Staff / Central Connector

Walk NE to start a series of scenes. You will have a boss battle afterwards.

TARGET(S):	NEFARIOUS SAINTS (RED, BLUE, YELLOW, GREEN, BLACK, WHITE, GOLD)
ITEM(S):	NONE/NONE
TYPE/ELEMENT:	NONE/NONE
SP/GOLD:	6SP/9000G



This battle should be easy. You can have your characters equip accessories that will enable them to cast different black magics. Cast Fire to Red Saint, Water to Blue, Wind to Green and Yellow to Earth. For the Black Saint, cast Petrify, for the White Saint cast Shinus or Divide. For the Gold saint, attack it physically. Watch the following scenes and you'll be in control of the White Boa again. Leave the Stormy Seas and save.

WORLD MAP

As shown in the map, the Grand Staff will be in the center of the mainland. Find a narrow passage just west of it. Approach it and chose the option to pursue the Grand Staff. Watch the following scenes.

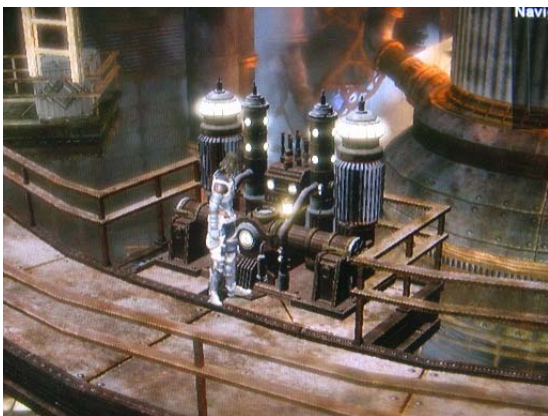


GRAND STAFF

Grand Staff / Upper Level

Use the savepoint. If you missed the opportunity to grab the White Charm from the Experiment #1s before, try to do so here. They are just normal enemies in this stage, though they may be uncommon. Follow the walkway, descend the ladder. Don't ride the elevator yet; head SW and down the ladder. Operate the terminal there and take the elevator to the NW.

Follow the path, operate the lift controls. The walkways will rearrange. Head NE to find a chest containing **Goddess Medicine**. Take the ladder in front of the 1st terminal.



Grand Staff / Transportation Lift

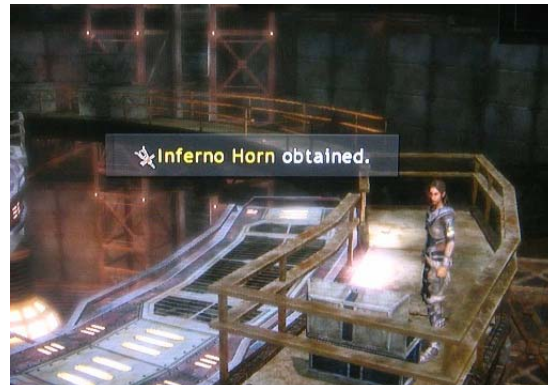
1F - Walk across the lift controls, find an **Enchanted Necklace** from the chest to the SE. Return to the lift controls and operate it. Choose RISE.

2F - Find chest with **Godly Dragon Tears** to the SW ledge. Go back to the controls and choose ROTATE LEFT, then RISE.



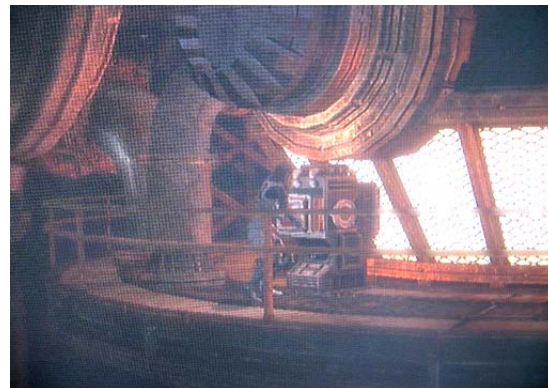
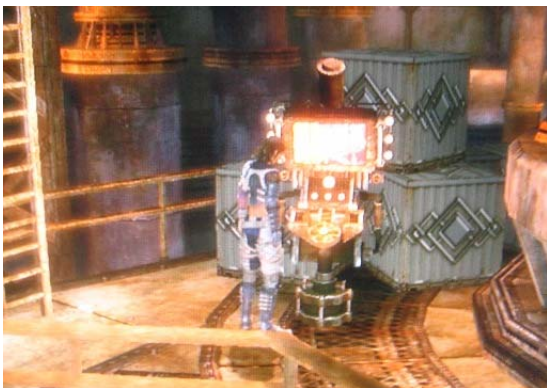
3F - ROTATE LEFT, then find another terminal to the NE. Operate it to move the ledge containing a chest. Return to the lift controls and ROTATE RIGHT this time. Go the SE to find a chest containing **Inferno Horn**. Return to the controls and ROTATE LEFT, then RISE.

4F - Take the south ledge, follow the path (ignore both ladders) until you reach a chest containing **Lord's Earrings**. Backtrack, climb the SW ladder first to the next area.



Grand Staff / Magic Control Station

Don't take the ladder up yet. Operate the first terminal nearby (screen turns blue means it's activated) Head east, grab the red button and push it. Go down the ladder to find another button. Do the same thing.



Climb back up, then ascend another ladder to the right. Don't operate the terminals yet. Find another red button to the NW. Push it. Backtrack to your starting point in this area and climb down to Transportation Lift, then climb up the ladder to the NW.

Grab the chest to your left to get a **Mana Prime**. Operate the terminal to turn on the other machines. Operate it again to stop them. In this case, you'll need to time your press so that the part of the large piston is lowered enough so that you can jump over it. Follow the walkway to reach **LV7 White Magic: Reflect**. Don't forget to operate the terminal again on your way back. Climb down back to the Transpo Lift.



Make your way back to the SW ladder. After climbing, head east first to find the other three terminals. You'll need to deactivate them so that the large wheels on the other side will stop spinning. Again, you'll need timing when shutting off the terminals so that you can make a walkway. Once all three wheels are stopped and you have a clear way, get the **Wyvern's Tail** from the chest there.



Backtrack to the first ladder west, ascend and follow walkway. Push the button along the way, and grab the **Ambrosia** from the chest to the left. Take the elevator.



Grand Staff / Glass Chamber

Save at the savepoint, then take the ladder down.

Grand Staff / Magic Powered Unit

Head to the central control unit and operate it. Prepare your equipment and talk to Sed when ready. You will need to deploy two teams, each with only two members. Of course, your first option is to use your immortals; Kaim/Seth and Sarah/Ming. Whatever your combination is, you will need to keep in mind that both enemies should be defeated DURING THE SAME TURN. Not complying to this condition will result in a game over.

TARGET(S):	GENERAL α and β
ITEM(S):	NONE/NONE
TYPE/ELEMENT:	NONE/WIND (α), EARTH (β)
SP/GOLD:	10SP/10000G

These two generals aren't that much of a problem. Equip Flare Ring or anything with Fire LV when facing General A and Cyclone Ring or anything with Wind LV when facing General B. If your level is high enough, it will be safe to defeat them during the second turn. Sed for the meantime can alternately alter the energy output; hence, lowering the amount of HP the generals recover.

Lost Odyssey



Once in control, go the NE sub-unit to find a chest containing **Goddess Medicine**. The chest to the NW sub-unit contains **Godly Dragon Tears**. Take the elevator to the SW and select upper floor. Head north, jump at the piston as it lowers to your level. Jump off to reach the upper level. Make your way to the ladder and prepare for another bossfight before ascending.

TARGET(S): MAGIC BEAST
ITEM(S): NONE/NONE
TYPE/ELEMENT: BEAST/NONE
SP/GOLD: 10SP/10000G



This boss shouldn't be that hard, especially if you have Null All Elements skill active. Equip rings with Beast Killer and have your spellcasters cast defensive and support spells, then double-cast Divide for the offensive. A good 3-4 turns should be enough to defeat this boss easily.

Save your game and take the ladder down to Magic Powered Unit again.

Grand Staff / Magic Powered Unit

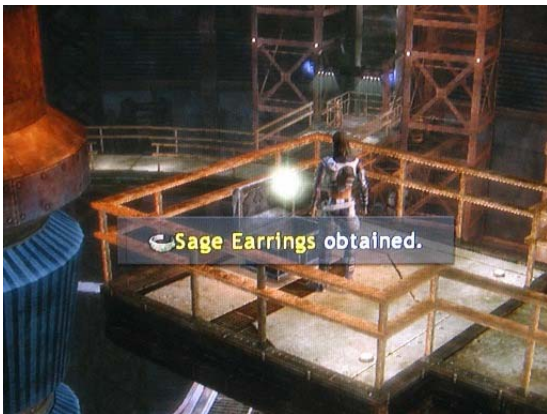
Make your way back to the elevator; head east, take the elevator to the SW and select lower floor.

Grand Staff / Maintenance Lift

Head to the lift controls.

1F - ROTATE RIGHT, head SW, climb ladder. Get **Sage Earrings** from the chest. Climb down, return to the controls. ROTATE LEFT, then RISE.

2F - ROTATE LEFT, head NW to get **Slot Seed** from the chest. Return to the controls, ROTATE LEFT and RISE.

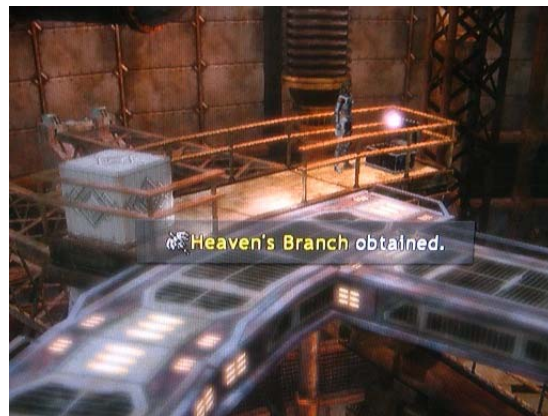


3F - ROTATE LEFT, RISE

4F - Go to the ledge to the east, grab **Crystal Fragment** from the chest to the NE. Go W this time, head SW and operate the terminal. The ledge with a chest below should move closer to the lift. Return to the controls and select DESCEND

3F- Get **Heaven's Branch** to the NW, return to the controls then RISE.

4F - Take the elevator to the Sw.



Grand Staff | Magic Powered Unit

Take the same elevator again to reach the upper floors. Make your way back to the Glass Chamber and save your game. Take the central stairs to reach the elevator.

Grand Staff | Control Room

Move forward for some scenes. You will be thrown in an event battle against an unexpected boss...

TARGET(S):	DARK JANSEN
ITEM(S):	NONE/NONE
TYPE/ELEMENT:	NONE/NONE
SP/GOLD:	NONE/NONE

You'll just need to guard for four turns to end the battle.

Watch the following scenes. An 8-minute timer will be displayed. You'll need to backtrack all the way to the Nautilus before the timer runs out. The timer will continue ticking even during random battles so make sure you have the Turn-Tail equipped at least. Make your way to the elevator.

LOST ODYSSEY

Grand Staff / Glass Chamber

No savepoint here so continue heading towards the elevator.

Grand Staff / Magic Control Station

Follow the walkway till you reach the ladder. Descend, then take another ladder to the left to reach the Transportation Lift.

Grand Staff / Transportation Lift

Head to the lift controls then enter the following commands:

4F- DESCEND

3F- ROTATE RIGHT, DESCEND

2F- ROTATE RIGHT, DESCEND

1F- Walk to the west and take the ladder to the south.

Grand Staff / Upper Connection

Descend another ladder down, take elevator. Climb the next ladder and follow walkway to initiate the scenes.

WORLD MAP

You'll find yourself out in the world map. You will be asked to save; do so. The Tower of Mirrors will be accessible from this point on. This is the last stage so this will be the great time to complete all sidequests. If you have followed this guide up to this point, we should still need to complete the Temple of Enlightenment and complete the Heavy Class battles at the backyard. Let's head to the Temple first.

If you still haven't visited the Temple, it should show as a blinking white marker to the SE continent, near the Great Ancient Ruins. Have the White Boa crush the ice and launch the Nautilus. Dive down and enter an underwater tunnel. Surface when available, then land on the coast.

TEMPLE OF ENLIGHTENMENT

You will need the **Enchanter's Mask** in order to complete this optional dungeon. You can obtain this by visiting the store in Saman. Also, the enemies in this place are pretty tough; some even has boss-figure HP. LV60+ is a safe threshold to explore this dungeon. Also, certain enemies like the Black/Hellish Kelolon can instantly increase your level by 1, convenient if you want to farm exp later on.



Save at the savepoint, then use the platforms to obtain **Slot Seed** and (x6) **Jewels of Wisdom**. Exit to the N.

Temple of Enlightenment / Square of Eternity

This area is a big puzzle itself. Stepping on the red blocks will make spheres to appear. This will serve as switches to rotate or move groups of blocks that will provide/block access to the paths.

- Head straight, then left, then north then left again until you reach a red block. Operate the sphere twice. Ride the platform S.
- Walk two blocks down, then go right, then south to find a chest containing (x6) **Forbidden Explosives**. Backtrack to the platform.



- Operate the sphere twice, then take 3 blocks east. Ride the platform up
- Take 3 blocks W, then 4 blocks S. Ride the platform down.
- Follow the path S, turn E, then N to find a chest with (x6) **Spent Magic Engine**. Continue E this time, ride the platform up.
- Find a chest to left containing **Gravestone of Fear**. Continue east to reach the red block. Operate the sphere once. Head E until you reach the split path. Take the path south, then continue east until you reach another platform. Ride it down.



- Continue N to reach another red block. Operate the sphere. Head E to find chest with (x3) **Sealing Stones**. Head W to find a chest containing **Slot Seed**. Head back to the red block, operate sphere. Ride the platform up.
- Head W until the split, go N then right until you reach another red block. (*Don't operate it yet!*) Head further N until you reach a large group of blocks, then head W, then S. Go W again, past the platform. Go N, ride the platform down to the right.

- Continue heading E, until you reach the red block. Operate sphere, continue heading S to find with 10000G. Go back to the red block, operate it again. Head W a bit then take the 1st platform north. Ride up.
- Ignore the red block, continue heading W; exit through the door to the W.

Temple of Enlightenment / Precipice of Hopelessness

Go W, ride the platform up. Step E, follow path until you reach the chest containing (x5) **Death Powder**. Make your way back to the platform, drop off and ride it up again. Go W this time and approach the gray stone. A sphere will appear so operate it for the other platform to rise. Ride the platform down and head to the NW. Exit to the next door.



Temple of Enlightenment / Corridor of Timelessness

- Head S, then E until you reach the red block. Operate the sphere to gain access to the save point. Save, then from the red block, go N then E. Ride the N platform up.
- Ignore the red block/sphere, head N then ride another platform up.
- Make your way W, then S. Find the chest containing **Orichalcum**. Head back to the platform and ride it down.
- Get back to the last red block, operate it. Go S, then ride the platform up to the right. Find a chest with (x3) **Star Absorber**. Ride the platform down. Head N, then ride the platform up.



- On the upper level, go S, then E. Go around the room to the NE and find a chest containing a second **Angel Guard**. Exit to the SE door.

Temple of Enlightenment / Valley of Loneliness

Find a ladder to the W. Descend, then continue downstairs S to find a chest with **Magical Lock Key**. Climb up, continue E to find a platform. Ram it then return to the Corridor of Timelessness.



Temple of Enlightenment / Corridor of Timelessness

Head back to the platform and ride it down. Ride another platform (beside the red block) down again, return to the save point. Save if you want, then continue heading east this time. Go downstairs N, then follow the path to reach a large door NE. Exit there.

Temple of Enlightenment / Valley of Loneliness

Head S, then downstairs W and downstairs N. Step the near the gray pedestals for the control spheres to appear. Activate all there of them. Don't take the large door further W; make your way back to the door to the east where you came from.

Temple of Enlightenment / Corridor of Timelessness

Return to the SP, save again if you want, then head to the platform to the NE. Ride up, then go N and ride another platform up. Head to the SE exit again.



Temple of Enlightenment / Valley of Loneliness

Take the ladder down to the SW. Continue going east to find a glyph. Pick up the **Jasper of Loneliness** and return W, then N to enter the Corridor again.

Temple of Enlightenment / Corridor of Timelessness

Take the platform down, operate the sphere beside the 2nd platform. Ride the platform down. Head to the NW platform and ride up.

Make your way to the red block to the S. Operate it, go E then N until you reach another red block. Operate it and ride the platform up.

Make your way to the SW until you reach another platform. Ride it down. Head E, then SE to find another red block. Operate the sphere and return to the platform, ride it up.

Check the room to the SW corner to find a chest with (x6) **Cape of Illusions**. Exit to the door W.



Temple of Enlightenment / Precipice of Hopelessness

Go W a bit then S down the ladder. Go W and pick up **Emerald of Despair**. Backtrack to the Corridors

Temple of Enlightenment / Corridor of Timelessness

Make your way back to the blocks. Take the platform up, beside the pillar. Go W first, then make your way NE to find a room with a chest. Obtain **Godly Dragon Tears** from it. Head for the central altar this time and examine it. Put the two jewels to activate the last platform. Prepare for a bossfight; you can backtrack to the savepoint in the lower level but you will need to tweak the block arrangements again. Step on the platform when ready.



Temple of Enlightenment / Altar of Truth

Go N for a scene and initiate a boss battle.

TARGET(S):	LEGENDARY SPIRIT SORCERER
ITEM(S):	SLOT SEED
TYPE/ELEMENT:	SPIRIT/EARTH
SP/GOLD:	10SP/5000G

During his first turn, he will use Obsidian Ceremony to summon an Obsidian Miasma. Casting support skills here can be troublesome since he loves to use Delete to remove all beneficial effects from your party. Also, he won't be targetable while the Miasma is active. Concentrate your attacks to it first. Equipping Spirit Killers will be a great help in this battle.

TARGET(S): **OBSIDIAN MIASMA**
ITEM(S): **NEW BACKYARD JOURNAL**
TYPE/ELEMENT: **SPIRIT/NONE**
SP/GOLD: **6SP/3000G**

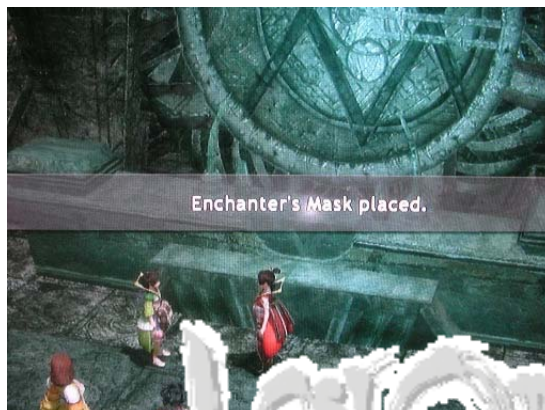


The Miasma shouldn't take that long to defeat; especially if you often land perfect strikes with the Spirit Killer 3+ active. You can also cast Divide to defeat it faster. After the Miasma is defeated, the Sorcerer will summon two more reinforcements.

TARGET(S): **X2 REVERSE SOUL**
ITEM(S): **NONE**
TYPE/ELEMENT: **SPIRIT/WIND**
SP/GOLD: **6SP/2200G**

These enemies are weak to fire to have your mages dual-cast Flarus. Having Fire LV3 skill like the Sun Ring or Flare Ring can deal enormous amount of damage to the targets. Each of these souls have around 22000+ HP, making a formidable GC wall for the sorcerer. Fortunately, these guys can be disposed easily within 2-3 turns. Once the two targets are down, start attacking the Spirit Sorcerer Fu. He has some really good attacks so don't let your guard down. Heal often as All-Generatus is your friend in any battle.

After the battle, you will obtain **LV8 Spirit Magic: Sacrifice Self**. If you followed this guide thoroughly, then this is the last spell we need to collect. An achievement will be unlocked for finding all spells. A separate achievement will be awarded to you for defeating this optional boss. The treasure marker will be near the altar. Step on the exact spot and obtain **Phoenix Discus** and **Phoenix Ring**. **Treasure #17 obtained!** All Treasures have been found! Lastly, examine the altar to leave the **Enchanter's Mask** there. Make your way outside this horrible place. *You may also want to farm experience here until you reach LV80; this will give you higher chances of winning the last Backyard battles back in Gohtza.* Head to Ipsilon Mountains as your next destination.



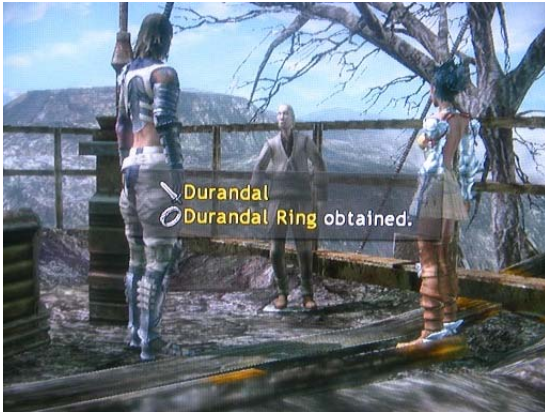
IPSILON MOUNTAINS (SOUTH)

Ipsilon Mountains / Mining Site

Make your way to the mine's upper level and look for Blacksmith Lau. Talk to him and he will have you choose between Kaim and Seth. He will forge a unique sword and ring for the character you will choose and since you have only one Orichalcum, you can only keep one. I personally chose Seth's weapon set since the Ignis Ring has a built-in Rare Item Robber 3+ skill. Exit the Mining Site and go to Saman.

Kaim = **Durandal** (ATK 277), **Durandal Ring** (Dmg LV3+/ Critical LV3+/ 8x GC DMG)

Seth = **White Ignis** (ATK 277), **Ignis Ring** (Dmg LV3+/ HP Absorb 3+/ Rare Item Robber LV3+)



MERCHANT TOWN SAMAN

Saman / Mainstreet

Head to the item shop. Andun the shopkeeper will reward you with (x24) **Forbidden Explosives** for returning the mask.

GOTHZA

Abandoned Apartment / Backyard

Time to clear the remaining backyard battles. Hand over the **Magical Lock Key** to Bormis to unlock the Super Heavy Class. Surrender also the **New Backyard Journal** to Zelen. Prepare your best equipment and skills. Remember that even at LV80, the enemies in this battle class are insanely powerful and troublesome. Also, in a couple or more battles, you'll need to rely on luck as well, especially when you're relying on your skills to save you from defeat. I will provide tips along the way so have patience; don't be discouraged if you tend to repeat the battles over and over again.

Recommended Skills:

Generic: All

Attackers: Kaim, Seth

Spellcasters: Ming, Sarah

Persistence
Null All Elements
Ailment Resistance
Auto-Shield
Auto-Barricade
Absorb Attack
Absorb Magic
Auto-HP Recovery (*1)
Guard Heal

Attack Boost 1 and 2
Counter Up
Stand Ready
Magical Defense Boost 1 and 2
Power Guard
Counter
Double Back

Double-Cast
MP UP 4
Relax
LV8 Spirit Magic
Mental Stability 1 and 2
Reduce Casting Time 1 and 2
Auto-MP Recovery
LV4 Composite Magic
LV8 White-Black Magic

Lost Odyssey

Weapon Guard 2
 HP UP 4 (*2)
 Crisis Defense (*3)
 Angel Heart (*4)
 Evade Up
 Double Item
 Defense Boost 1 and 2

Slot +3, +5 and +10 should be included by default.

(*1) If you have acquired the White Charm from the Experiment #1's during your Grand Staff escapade.
 (*2) Higher HP means higher damage when casting Divide at full HP; also increases damage range when casting Reversa when on critical HP.
 (*3) Only one "Crisis" skill will be activated at a time.
 (*4) Also increases amount of HP recovered each turn via Regenarus

These recommended skills will just serve as a guide for you to consider what skills to equip depending on your party composition and fighting style. With minimal help from Slot Seeds, your characters can only have a maximum of 30 skill slots.

Super Heavy Class

16: AH, FIREWORKS FOREVER!
Condition(s): Defeat all enemies
Target(s): x6 Baballoon
Reward: (x5) Goddess Medicine
Bonus: No character gets KO'ed
Reward: Slot Seed



TIP: It will be a good idea to cast Coverus to your mortal member(s) as well as All-Barricadus. Alternatively, if you are using Sed or Jansen, just equip them with Antidote Brooch and Sarah's Notebook. These enemies are weak against water so use All-Aqua and attack them using rings with Water LV3 skill. In the 2nd or 3rd turn, they tend to commit suicide via poisonous explosions. This battle should be easy with the proper equipment as mentioned.

17: MASTER RING USER
Condition(s): Defeat Veteran Soldier, No skills, No Spells and No Items, Kaim only
Target(s): Subel the Hound, Veteran Soldier Galis
Reward: (x30) Healing Medicine
Bonus: Defeat Subel first
Reward: White Charm



TIP: This is one of the battles that will really test your patience and where you'll need luck as well. Meet the bonus condition, you'll want to equip any ring that has Toxin LV3 or LV3+. As Kaim, you will need all necessary defensive skills. Absorb Attack, Weapon Guard 2, Persistence and Complete Defense will be your tokens for survival.

With Subel alive, Galis won't attack you as long as you follow his instructions. If he requests for you to land a "Bad" hit, do so; same goes with "Good" and "Perfect". Not complying with these will let you taste Subel's 14000+ Dmg per hit.

Once Subel is down, Galis will start double-casting support buffs, Fear, Prismus, Coverus and Healus. His Coverus-Healus combo is pretty annoying, unless you successfully land perfect hits. Fortunately, his Healus recovers only 1000 HP. Don't underestimate it though; I almost broke my controller after I got defeated when he was down at 240 HP. Normally, Galis will spend his next few turns casting support buffs like Powerus, Shieldus and Speeda. Take this opportunity to land free, critical hits at him. Remember, the more Perfect hits you land, the better chances of winning.



You can have two approaches here; the first one is to inflict Toxin as soon as possible to Subel. This will take off an easy 20,000 damage per turn, then following Galis' commands for a good 4-5 turns without the fear of retaliation. Or, you can target Galis, follow his instructions until his HP is low enough; you may start targeting the hound until Toxin is inflicted. Once Subel is gone, you can concentrate your attacks to him. Make sure to change equipped ring with a Greed Ring or any ring with HP Absorb skill. The one-on-one battle against Galis shouldn't be that hard if not for his support buffs. With just default stats, you can deal him 2000+ damage per hit, almost 4000 points for perfects; and his attacks would just cost you 1000HP or so. But with support skills active, your damage is lessened to 3000 at most for perfects; not only that, his attacks are worth 4000 damage.

Guarding won't help you here; even when guarding, he can still deal the same amount of damage, as if ignoring your defense. Null All Elements and Ailment Resistance should be enough to keep his Fear and Prismus attacks. Your primary hope here is for your Counter, Weapon Guard and Absorb Attack skills to kick in when needed. Good luck!

18: **MANNY FEVER**

Condition(s): Win within 10 turns, Defeat all enemies, 3 Successful Coin Tosses

Target(s): X4 Mannys

Reward: Slot Seed

Bonus: At least 10 successful Coin Tosses

Reward: X5 **Ruin Mask**



TIP: This is an easy battle. Before engaging these enemies, make sure that your characters have the Slot Hit skill. Use it against the Mannys so that they retaliate with a Coin Toss. Continue doing this until you get 10 coin tosses. Once achieved, cast All-Windus and change your ring to a wind element.

19: KELOLON BATTALION HEAD

Condition(s): Defeat all enemies

Target(s): X2 Bodyguards and Kelo-Thug

Reward: (x5) Kelolon Heart

Bonus: Defeat Kelo-Thug before it escapes

Reward: Slot Seed



TIP: The Bodyguards are the more upgraded versions of the Hellish and Black Kelolons of the Temple of Enlightenment. Their Kelolon rush alone can deal almost 10000 worth of damage if they all connect. Fortunately, the Kelo-Thug has a low HP. Double-Cast Gamble for Ming and Sarah. Equip your attackers with Kelo-Killer rings, or have your fifth mortal character cast Complete Defense or Coverus. Once the Kelo-Thug is defeated, concentrate all your attacks on one bodyguard at a time. Still fortunate, that they can only attack one target at a time. Just resurrect them as necessary, then continue casting Divide or Reversa, depending on the amount of HP you currently have.

After this battle, you'll unlock the achievement for completing the Super Heavy Class division of the backyard battles. Ready for the ultimate challenge? Then talk to Bormis again to enter the Special Class division.

20: THE IMMORTAL

Condition(s): Defeat all enemies

Target(s): Immortal One

Reward: Slot Seed

Bonus: Win in less than 30 turns

Reward: Quad-Element Seal²



TIP: This is it; the final challenge. This boss has a whopping HP175,000. You'll need all your luck here, as well as all the best equipment and skills you can get your hands on. Fortunately, I was able to defeat this guy during my first fight with it. First I will list down the things you should expect:

Sneeze - This move will instantly destroy your GC, leaving your mages very vulnerable. No need to waste turn by recovering GC since this boss only needs one turn to destroy the GC you are trying to recover for several turns.

CUBE- This dreaded move deals percentage damage, leaving your party with an estimated 1% of their HP; it doesn't matter if the characters have full HP. In an instant, it will become critical

Shadowus - Though damaging, this is entirely bearable, especially when you have the Angel Heart + All-Generatus combo active. This is the most frequent spell the boss will use, since your party has immunity to elemental attacks anyway.

All-Curse - Can be observed as its primary counterattack move. Make sure that your mortal character has Angel Guard.

² Absorb all elemental damage, Special Accessory skill required

Divide - Hopefully, it won't use this spell while it still has a lot of HP. If it did, hope that some of your characters absorbs the damage or activate Persistence.

At this point of the game, you should have a fair amount of Goddess Medicine in your inventory. Use this only in tight emergencies; this will serve as your life saver. Next, avoid using elemental attacks. Don't be fooled by thinking that this monster is weak against wind attacks; Windus will only deal 1 or no damage at all. Hunter Rings or Sniper Rings are great for dealing extra damage to the target.

Your chance of winning here is Divide and Reversa. Divide deals damage according to the user's current HP while Reversa deals damage based on the amount of HP the user lost. You can also cast Windbound so that the enemy will get damaged whenever it attacks someone physically. This monster's physical attacks are no joke either; each hit can take out anybody whose HP is below 8000. Persistence, Absorb Attack and Absorb Magic will play a great role here. Just remember to have at least one member dedicated to healing and recovery. Keep your party's HP to full as much as possible, and use recovery items if needed. This will be a long battle. Once the boss' HP becomes critical, it will start casting Cube and Shadowus before your mages can cast their healing spells. Having Auto-HP recovery will help a lot in keeping your party afloat. Good luck!

Achievement will be unlocked after defeating this boss. You will also win the **Quad-Element Seal** for fulfilling the bonus objective. Now you can trade all your collected stars to get the prizes.

50 stars: (x7) Cape of Illusions

59 stars: Backyard White Book

60 stars: Siderite Sword, Siderite Ring

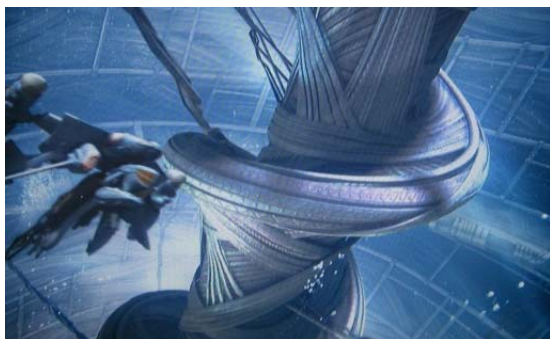
That was the last extra stuff you'll need to do. To unlock the Skill Master achievements for the immortals, have them master Auto-HP Recovery (**White Charm**) and Absorb All Elements (**Quad-Element Seal**). You can stick around in Numara Atoll with Double SP equipped. Just defeat 2 silver kelolons there and you'll have an easy 32SP per battle.

When ready, head to the Northern Coast of Numara and head to the Tower of Mirrors. I suggest keeping a separate pre-ending save file so that you can still return to the normal gameplay in case you need to return for something.

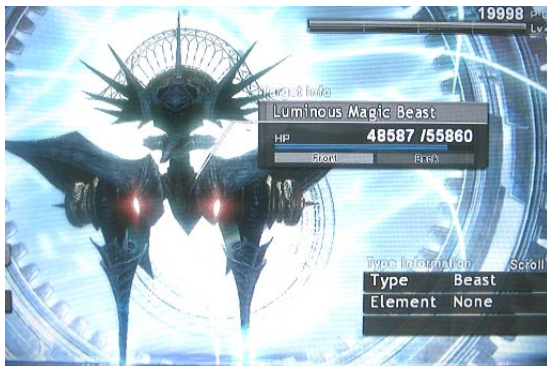
TOWER OF MIRRORS

This is the last stage and once you enter, you won't be able to go back. Also, there will be no exploring to do here but immediate boss battles will take place. Prepare your equipment and skills. Well, if you have defeated the Immortal One, then consider the upcoming boss battles as event battles to watch the ending. They won't be that much of a challenge after your rigorous training to beat the enemies in the backyard.

Anyway, head to the small canyon the Grand Staff created on the way here and dive down. Watch the following scenes and you will be thrown to a boss battle afterwards.



TARGET(S): LUMINOUS MAGIC BEAST
ITEM(S): NONE
TYPE/ELEMENT: BEAST/NONE
SP/GOLD: NONE/NONE



This beast absorbs almost all magical attacks so cast Powerus to your attackers, have them equip some Beast-Killer rings. You can still use Shadowus, through the damage may not even reach a thousand. Watch out when its receptors/tentacles turn red; that is the signal that it can be targeted with magical attacks. Unleash your Divide or Leveler!

TARGET(S): GONGORA
ITEM(S): NONE
TYPE/ELEMENT: ??? / ???
SP/GOLD: NONE/NONE



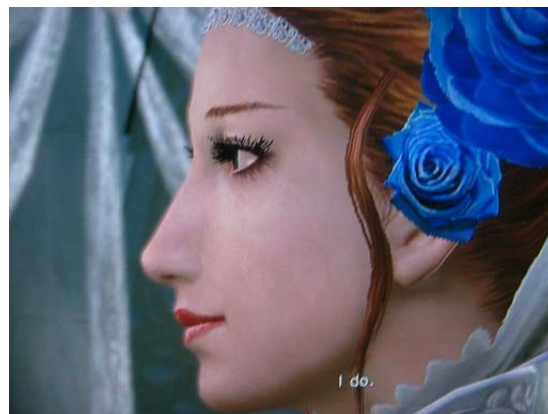
Watch more scenes and the next battle will unfold. This is somewhat a scripted battle so just play along for the meantime. Cast the usual defensive and support spells and attack. This boss changes types and elements every turn so you will need to switch rings accordingly. After Jansen provides his support, more scenes will follow. The second part of the battle will start afterwards.

As the second round starts, you will notice that whenever you use buffs or enhancements, Gongora immediately removes it; in that case, concentrate on the offensive and just rely on the proper rings for extra damage. Leveler is a very solid spell to cast here. Double-casting it is even more rewarding, capable of dealing 5-digit damage. The enemy still changes Types/Elements every turn so think before you attack.

The battle shouldn't be that hard, honestly. Just watch the ending scenes and save your game on a separate slot. You'll also unlock the 125G worth of points for finishing the game.

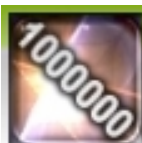
CONGRATULATIONS FOR FINISHING THE GAME!

LOST ODYSSEY



ACHIEVEMENT LIST

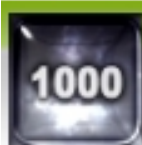
	Survived 125 G
Complete Disc 1.	
	Out to Sea 125 G
Complete Disc 2.	
	Surfacing 125 G
Complete Disc 3.	
	The End 125 G
Complete Disc 4.	
	Skill Linker 30 G
Make an immortal learn a skill from a mortal using Skill Link.	
	Skill Master Kaim 20 G
Master all of Kaim's skills.	
	The Dreamer Wakes 20 G
Unlock the first episode from A Thousand Years of Dreams.	
	Big Dreamer 10 G
View all the episodes from A Thousand Years of Dreams.	
	Treasure Trove 20 G
Obtain all Treasure Box items in the field. The items you missed may be available at auction houses.	
	Perfect Three 30 G
Achieve Perfect three consecutive times in battle.	
	No One's This Perfect 10 G
Achieve Perfect a total of 500 times in battle.	



Thanks a Million

10

Inflict a total of more than 1,000,000 damage points.



True Warrior

10

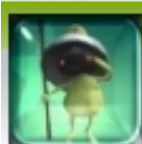
Defeat 1000 enemies in battle.



Well Travelled

10

Visit all the fields in the world.

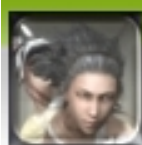


Light Class Master

10

Meet the secret requirement of the Backyard Light Class battle set and win.

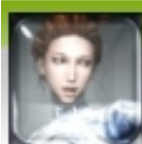
Secret Achievements



Skill Master Seth

20

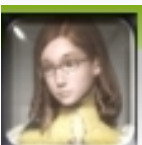
Seth mastered all skills.



Skill Master Ming

20

Ming mastered all skills.



Skill Master Sarah

20

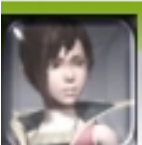
Sarah mastered all skills.



Skill Master Jansen

20

Jansen mastered all available skills.



Skill Master Cooke

20

Cooke mastered all available skills.



Skill Master Mack

20

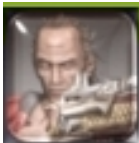

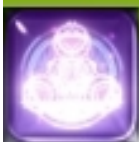

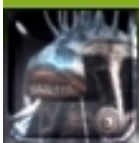

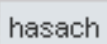
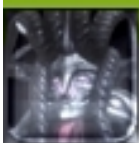



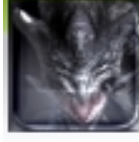

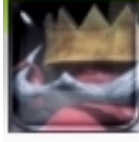

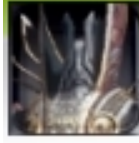

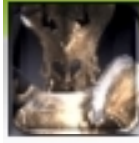

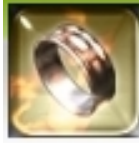

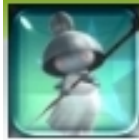

Mack mastered all available skills.



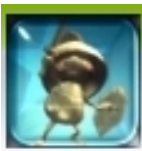

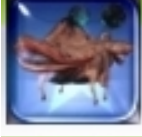
Skill Master Tolten

20

Tolten mastered all available skills.

	Skill Master Sed	20 
	Sed mastered all available skills.	
	Spell Collector	20 
	All spells have been obtained.	
	Defeated Cave Worm	10 
	You defeated Cave Worm at the Forgotten Cave..	
	Defeated Persona	10 
	You defeated Persona at the Old Sorceress' Mansion.	
	Defeated Holy Beast	10 
	You defeated Holy Beast at Numara Atoll.	
	Defeated Blue Dragon	10 
	You defeated Blue Dragon at the Snowfields of the Northernmost Land.	
	Defeated King Kelolon	10 
	You defeated King Kelolon at Kelolon Village	
	Defeated Ghost of Eastern Ruins	10 
	You defeated the Ancient Spirit Magician Fu at the Temple of Enlightenment.	
	Defeated Golden Knight	10 
	Deactivated all Royal Seals and defeated Golden Knight.	
	Ring Assembler	30 
	Assembled a ring using Ring Assembly.	
	Middle Class Master	10 
	Met the secret requirement of the Backyard Middle Class battle set and won.	

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	Heavy Class Master 10 G
	Met the secret requirement of the Backyard Heavy Class battle set and won.
	Super Heavy Class Master hasach
	Met the secret requirement of the Backyard Super Heavy Class battle set and won.
	Champion 10 G
	Met the secret requirement of the Backyard last challenger and won.

For the complete achievement list (including the optional dungeon via DLC, please visit:
<http://www.xbox360achievements.org/game/lost-odyssey/achievements/>

For the guide on how to complete these achievements, you may visit:
<http://www.xbox360achievements.org/game/lost-odyssey/guide/>

MORTAL SKILL LIST

Below is the complete list of skills Mortal characters can learn. Remember that they can only learn skills during level up and that their skills are their own and fixed. Your immortal characters can "leech" these skills and learn them on their own.

Jansen

Level 10	Steal
Level 10	Lv1 Black Magic
Level 10	Lv2 Black Magic
Level 10	Lv1 White Magic
Level 13	Factual Analysis
Level 16	Lv2 White Magic
Level 19	Lv3 Black Magic
Level 22	Absorb Transfer
Level 25	Lv4 Black Magic
Level 28	Lv5 Black Magic
Level 31	2 Accessories
Level 34	Lv6 Black Magic
Level 37	Black Staff
Level 40	Drain Shower
Level 43	Lv7 Black Magic
Level 49	Lv8 Black Magic
Level 52	Dual Cast

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Cooke

Level 15	Lv1 White Magic
Level 15	Lv2 White Magic
Level 15	Concentrate
Level 15	Angel Heart
Level 15	Casting Support
Level 16	Prayer
Level 19	Lv3 White Magic
Level 22	Mental Stability 1
Level 25	Lv4 White Magic
Level 28	Lv5 White Magic
Level 31	Reduce Casting Time 1
Level 34	Lv6 White Magic
Level 37	White Staff
Level 40	MP Convert
Level 43	Lv7 White Magic
Level 46	Reduce Casting Time 2
Level 49	Lv8 White Magic
Level 52	Mental Stability 2

Mack

Level 15	Power Hit
Level 15	Lvl1 Spirit Magic
Level 15	Combo
Level 15	Wall
Level 15	Lv2 Spirit Magic
Level 16	Counter
Level 19	Lv3 Spirit Magic
Level 22	Taunt
Level 25	Lv4 Spirit Magic
Level 28	Lv5 Spirit Magic
Level 31	Spell Counter
Level 34	Lv6 Spirit Magic
Level 37	Walla
Level 40	Stand Firm
Level 43	Lv7 Spirit Magic
Level 46	3 Combo
Level 49	Lv8 Spirit Magic
Level 52	Wallus

Tolten

Level 25	Lullaby
Level 25	Cut Down
Level 25	Power Guard
Level 25	Power HIT
Level 25	MP Guard
Level 25	Weapon Guard
Level 25	Award Medal
Level 25	Persistence
Level 25	Counter Guard
Level 28	Member Hit
Level 31	Break Hit
Level 34	MP GIFT
Level 37	Absorb Guard

Level 40	Royal Equipment
Level 43	Complete Defense
Level 46	All Hit
Level 49	Huge MP GIFT
Destroy all 9 Royal Seals and Defeat Golden Knight	Ultimate Hit

Sed

Level 35	Turn Tail
Level 35	Steal
Level 35	Taunt
Level 35	Resourceful
Level 35	Auto Barrier
Level 35	Auto Shield
Level 35	Counter Seal
Level 35	Magic Seal
Level 35	Double Gold
Level 35	Double SP
Level 35	Double Loot
Level 35	Double Items
Level 37	Ultimate Analysis
Level 40	Special Accessory
Level 44	Double Experience
Level 48	3 Accessories
Level 52	Lucky GC Ignore

SPELL BOOK

This is the list of all the spells you can find in the game. Remember that you should learn the corresponding Magic Skill level in order to use higher level spells. To know where to find them, just use the SEARCH or FIND function. To avoid missing those sold by shops, make sure you buy them immediately upon spotting them. There are 8 levels in total, each level is made up of 4 spells.

White Magic

Name	MP cost	Effect
Heal	5	Recovers small amount of Hp to an ally
Cure Poison	5	Cures poison to 1 ally
Shield	10	Slightly increases phys def of 1 ally
Barricade	10	Slightly increases magic def of 1 ally
Zephyr	10	Recovers small amount of HP to all allies
Cure Paralysis	10	Cures paralysis to 1 ally
All-Shield	20	Slightly increases phys def to all allies
All-Barricade	20	Slightly increases magic def to all allies
Cure Seal	15	Removes Seal status to 1 ally
Cover	15	Creates a barrier that absorbs a set amount of damage to 1 ally
Shine	15	Inflicts Light-based damage to enemies. Blinds them as well
Kelolon	15	Transforms an ally to a Kelolon or cures him/her of Kelolon Status
Heala	20	Recovers moderate amount of HP to an ally
Cure Petrify	20	Cures petrification to 1 ally
Erase	20	Removes negative effect to 1 ally
Dispel	20	Removes positive effect to 1 enemy

Zephyra	40	Recovers moderate amount of HP to all allies
Cure-All	40	Cures 1 ally of all status ailments
Shieldus	30	Moderately increases the phys def of 1 ally
Barricadus	30	Moderately increases the magic def of 1 ally
Revive	30	Revives and restores a small amount of HP to 1 ally
All-Shieldus	60	Moderately increases the phys def of all allies
All-Barricadus	60	Moderately increases the magic def of all allies
Covera	30	Forms a damage-absorbing barrier to all allies
Healus	35	Recovers large amount of HP to 1 ally
Heal Up	35	Increases the amount of HP recovered by healing magic
Reflect	40	Forms a barrier that reflects all magic
Shinus	35	Inflicts light-based damage to all enemies and blinding them
Zephyrus	70	Recovers a large amount of HP to all allies
Resurrect	40	Revives one ally and fully recovers HP
Coverus	60	Creates a powerful, damage-absorbing barrier to 1 character
Divide*	80	Inflicts damage to all enemies based on the user's current HP

* Damage = Character's current HP / number of targets. Recommended for single targets only for solid damage.

Black Magic

Name	MP cost	Effect
Flare	5	Inflicts fire-based damage to 1 enemy
Aqua	5	Inflicts water-based damage to 1 enemy
Wind	5	Inflicts wind-based damage to 1 enemy
Ground	5	Inflicts earth-based damage to 1 enemy
Sleep	20	Inflicts Sleep status to 1 enemy
Poison	20	Inflicts Poison status to 1 enemy
Paralyze	20	Inflicts Paralyze status to 1 enemy
Prism	15	Inflicts random elemental damage to all enemies
Seal	20	Seals the enemy's capacity to cast spells
Stone	20	Inflicts signs of petrification to an enemy
Curse	15	Inflicts random status ailment to an enemy
Force	10	Inflicts weak physical damage to an enemy
Flara	20	Inflicts strong fire-based damage to 1 enemy
Aquara	20	Inflicts strong water-based damage to 1 enemy
Winda	20	Inflicts strong wind-based damage to 1 enemy
Grounda	20	Inflicts strong earth-based damage to 1 enemy
Flare Mine	30	Deals fire-based damage when attacked by an enemy
Aqua Mine	30	Deals water-based damage when attacked by an enemy
All-Curse	45	Inflicts random status ailment to all enemies
Prisma	30	Inflicts strong, random elemental damage to all enemies
Wind Mine	30	Deals Wind-based damage when attacked by an enemy
Ground Mine	30	Deals Earth-based damage when attacked by an enemy
Jamming	30	Disrupts and slows down enemy casting time
Forcea	25	Inflicts strong physical damage to an enemy
Flarus	35	Inflicts severe fire-based damage to 1 enemy
Aquaus	35	Inflicts severe water-based damage to 1 enemy
Windus	35	Inflicts severe wind-based damage to 1 enemy
Groundus	35	Inflicts severe earth-based damage to 1 enemy
Prismus	60	Inflicts severe, random elemental damage to all enemies
Forceus	50	Inflicts severe physical damage to an enemy
Leveler	150	Inflicts damage to 1 enemy based on the user's current HP
Death	45	May instantly kill one enemy

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Spirit Magic

Name	MP cost	Effect
Refresh	5	Recovers small amount of HP to one row of characters
Shadow	5	Inflicts weak non-elemental damage to all enemies
Dodger	5	Increases evasion rate of 1 ally
Chime	5	Wakes up ally from Sleep status
Regenerate	10	Allows one ally to recover a small amount of HP automatically at the start of every turn
Powera	10	Increases physical attack rating of 1 ally
Minda	10	Increases magical attack rating of 1 ally
Gamble	10	Deals random, non-elemental damage to 1 enemy
Speeda	15	Increases the speed of 1 ally
Slower	15	Decreases speed of 1 enemy
Ailment Void	15	Increases ailment resistance of 1 ally
Lost	15	Removes 1 enemy from battle
Refresha	20	Recovers moderate amount of HP to one row of allies
Shadowa	20	Inflicts strong non-elemental damage to all enemies
Fear	20	May cause Terror to 1 enemy
Virus	20	May cause Virus to 1 enemy
Regenera	25	Allows one ally to recover a moderate amount of HP automatically at the start of every turn
Powerus	40	Strongly increases physical attack rating of 1 ally
Mindus	40	Strongly increases magical attack rating of 1 ally
Splitter	25	Halves enemy HP (doesn't work in most bosses)
Faster	30	Speeds up the skill activation time for 1 ally
Delay	30	Slows down the skill activation time for 1 enemy
Ailment Break	30	Increases elemental weakness to an enemy
Reset	30	Resets parameter changes in 1 enemy
Refreshus	35	Recovers large amount of HP to one row of allies
Shadowus	35	Inflicts severe non-elemental damage to all enemies
Reversa	35	Deals damage based on the amount of HP lost by the user
Random	5	Casts a random spirit magic
Regenerus	50	Allows one ally to recover a large amount of HP automatically at the start of every turn
All-Powerus	80	Strongly increases physical attack rating of all allies
All-Mindus	80	Strongly increases magical attack rating of all allies
Sacrifice Self	100	Sacrifice user's life to revive all allies with some HP and MP

Composite Magic

Name	MP cost	Effect
Generate	15	Heals a small amount of HP and casts Regenerate to 1 ally (Regenerate + Heal)
Poison-Cure	30	Heals small amount of HP to a row of allies and cures poison (Refresh + Cure Poison)
Para-Cure	30	Heals small amount of HP to a row of allies and cures paralysis (Refresh + Cure Paralysis)
Seal-Cure	30	Heals small amount of HP to a row of allies and cures seal (Refresh + Cure Seal)
Stone-Cure	30	Heals small amount of HP to a row of allies and cures petrify (Refresh + Cure Petrify)
All-Flare	10	Inflicts fire-based damage to all enemies (Shadow + Flare)
All-Aqua	10	Inflicts water-based damage to all enemies (Shadow + Aqua)

All-Wind	10	Inflicts wind-based damage to all enemies (Shadow + Wind)
All-Ground	10	Inflicts earth-based damage to all enemies (Shadow + Earth)
Generata	40	Heals and casts Regenera to 1 ally (Regenera + Heala)
All-Generate	30	Heals small amount of HP and casts Regenerate of all allies (Regenerate + Zephyr)
All-Cure	60	Heals small amount of HP in a row of allies and cures status ailments (Refresh + Cure-All)
Poison-Cura	60	Heals small amount of HP in a row of allies and cures poison (Refresha + Cure Poison)
Para-Cura	60	Heals small amount of HP in a row of allies and cures paralysis (Refresha + Cure-Paralysis)
Seal-Cura	60	Heals small amount of HP in a row of allies and cures seal (Refresha + Cure-Seal)
Stone-Cura	60	Heals small amount of HP in a row of allies and cures petrify (Refresha + Cure-Petrify)
No Poison	10	Cures all allies from Poison (Ailment Void + Cure Poison)
No Paralysis	20	Cures all allies from Paralysis (Ailment Void + Cure-Paralysis)
No Seal	30	Cures all allies from Seal (Ailment Void + Cure-Seal)
No Petrify	40	Cures all allies from Petrify (Ailment Void + Cure-Petrify)
All-Flara	40	Inflicts strong fire-based damage to all enemies (Shadowa + Flara)
All-Aquara	40	Inflicts strong water-based damage to all enemies (Shadowa + Aquara)
All-Winda	40	Inflicts strong wind-based damage to all enemies (Shadowa + Winda)
All-Grounda	40	Inflicts strong earth-based damage to all enemies (Shadowa + Grounda)
Generatus	75	Heals large amount of HP and casts Regenerus to 1 ally (Regenerus + Healus)
All-Generata	60	Heals moderate amount of HP and casts Regenera to all allies (Regenera + Zephyra)
All-Cura	90	Heals moderate HP to a row of allies and cures ailments (Refresha + Cure-All)
Poison-Curus	90	Heals large HP to a row of allies and cures poison (Refreshus + Cure-Poison)
Para-Curus	90	Heals large HP to a row of allies and cures paralysis (Refreshus + Cure-Paralysis)
Seal-Curus	90	Heals large HP to a row of allies and cures Seal (Refreshus + Cure-Seal)
Stone-Curus	90	Heals large HP to a row of allies and petrify (Refreshus + Cure-Petrify)
All-Sleep	40	Puts all enemies to sleep (Ailment Break + Sleep)
All-Poison	40	Poisons all enemies (Ailment Break + Poison)
All-Paralysis	40	Paralyzes all enemies (Ailment Break + Paralyze)
All-Seal	40	Seals all enemies (Ailment Break + Seal)

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All Stone	40	Petrifies all enemies (Ailment Break + Stone)
All-Flarus	70	Inflicts severe fire-based damage to all enemies (Shadowus + Flarus)
All-Aquaus	70	Inflicts severe water-based damage to all enemies (Shadowus + Aquaus)
All-Windus	70	Inflicts severe wind-based damage to all enemies (Shadowus + Windus)
All-Groundus	70	Inflicts severe earth-based damage to all enemies (Shadowus + Groundus)
All-Generatus	90	Heals large amount of HP and casts Regenerus on all allies (Regenerus + Zephyrus)
All-Curus	120	Heals large amount of HP to a row of allies and cures ailments (Refreshus + Cure-All)
All-Cure-All	80	Removes status ailments from all allies (Ailment Void + Cure-All)
Flare Bound	60	Enables all allies to deal fire-based damage when attacked (Dodger + Flare Mine)
Aqua Bound	60	Enables all allies to deal water-based damage when attacked (Dodger + Aqua Mine)
Wind Bound	60	Enables all allies to deal wind-based damage when attacked (Dodger + Wind Mine)
Ground Bound	60	Enables all allies to deal earth-based damage when attacked (Dodger + Ground Mine)
Toxin	90	Inflicts Toxin to one enemy (Virus + Poison)
All-Resurrect	150	Revives all fallen allies and heals large amount of HP (Sacrifice Self + Resurrect)
Annihilation	200	Summons a meteorite that wipes out all enemies in battle. (Sacrifice Self + Leveler)

APPENDIX

There are a lot of extras in the game but since they are all tackled in the main guide, I will just list them all down here as an appendix. Please use the **FIND** function of Adobe Acrobat to look for multiple items like Seeds. Thank you Mistwalker, for making it possible to complete everything in a single playthrough. Also if you noticed my guide, the items are color coded. This will make it easier for you to distinguish what kind of treasure you are getting.

Dark Green - For consumable items

Dark Blue - For Components

Orange - For Spells

Brown - For Key Items/ Valuables

Violet - For weapons, accessories and rings

64 Cal. Magic Rifle (pg135)

88 Cal. Magic Rifle (see Persona)

99 Cal. Magic Rifle (pg156)

Accused Talio (pg92; complete quest on the same page)

Adamantis Sword, Adamantis Ring (pg29)

Adept Earrings (pg63)

Age of the King, King Ring (pg172)

Amulet (pg94)

Angel Guard (pg174, 187)

Animal Adoring Rona 1 (pg37, 42)

Animal Adoring Rona 2 (pg157)

Animal Adoring Rona 3 (pg157, 158)

Antidote Brooch (pg20)

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Apocalypse Rod, Apocalypse Ring (pg52)
 Apprentice Earrings (pg31)
 Arthrosaurus Attack! (pg152)
 Awakening Bracelet (pg83, 99)
 Backyard Battles
 Light (pg129-131)
 Medium (pg140-142)
 Heavy (pg169-170)
 Super Heavy (pg192-194)
 Special (pg194)
 Backyard Weekly, The (pg138)
 Berserker Necklace (pg19)
 Biography of Backyard (pg150)
 Black Belt (pg122)
 Blacksmith Lau (pg191)
 Blazing Fire Amulet (pg151)
 Blue Dragon's Eye (pg160)
 Bow Plate (pg73)
 Bracelet of Efficiency (pg164)
 Broken Khent Sword (See *Khent Legacy*)
 Bronze Spirit Band (pg72)
 Bruiser Ring (pg10)
 Business Obsessed Hocke (pg40; see *Ninn's Boutique*)
 Celestial Plate (pg75)
 Chuchu 1 (pg38)
 Chuchu 2 (pg176)
 Circular Dance Discus, Circular Dance Ring (pg101)
 Composite Magic Book (pg171)
 Crystal Fragment (Accessory) (pg184)
 Crystal Fragments (Key Item) (pg44, 61)
 1-2 (pg53)
 3-6 (pg54)
 7-10 (pg55)
 11-13 (pg56)
 14-15 (pg57)
 16-19 (pg58)
 Cubic Musical Scores 1-9 (number designates page)
 1. 53
 2. 58
 3. 62
 4. 70
 5. 93
 6. 125
 7. 132
 8. 156
 9. 164
 Curse Blocker (pg81)
 Cursed Crest (pg173)
 Dark Crystal Staff, Dark Crystal Ring (pg66)
 Demon King's Horn, Demon King's Ring (pg139)
 Demon Warrior's Blade, Demon Warrior's Ring (pg60)
 Diamond Spirit Band (pg124)
 Don Laploss (pg120, 122, 123)
 Don Laploss Claws (See *Don Laploss*)
 Doll in a Dress (see *Kelolon Ring*; complete quest on the same page)
 Dreams 1-32
 1. Hanna's Departure (pg17)
 2. A Hero's Return (pg21)
 3. White Flowers (pg21)
 4. Mind of a Captive (pg21)
 5. A Mother Comes Home (pg21)
 6. Little Liar (pg21)



7. The Upstreamers (pg25)
 8. They Live in Shells (pg33)
 9. The Talkative Mercenary (pg41)
 10. Don't forget me now, you hear! (pg44)
 11. Letters from a Weakling (pg42)
 12. Evening Bell (pg52)
 13. Portraitist of the Dead (pg53)
 14. Elegy Island (pg61)
 15. Seth's Dream Part 1 (pg65)
 16. The Hero (pg66)
 17. The Bread of Grandma Coto (pg67)
 18. So Long, Friend (pg78)
 19. The Tragedy of the Butcher General (pg79)
 20. The Story of Old Man Greo (pg84)
 21. Seth's Dream Part (pg85)
 22. Bright Rain (pg92)
 23. Ranking of Lives (pg129)
 24. The Village Closest to Heaven (PG142)
 25. Stones of Heaven (pg143)
 26. Signpost (pg143)
 27. Beyond the Wall (pg136)
 28. A Chorus of the Cicadas (pg143)
 29. Return of the Native (pg154)
 30. Lottery of Life (pg154)
 31. The Queen's Loneliness (pg156)
 32. Samii the Storyteller (pg21)
- Durandal, Durandal Ring (*see Blacksmith Lau*)
- Earrings of Wisdom (pg94)
- Earth Charm (pg48)
- Elfin Charm (pg157)
- Elmons (pg92, 95)
- Elmon Crown (pg95)
- Emerald of Despair (pg189)
- Enchanted Necklace (pg180)
- Enchanter's Mask (pg166)
- Engraved Ring (pg13, *complete quest on the same page*)
- Experiment # 1 (pg177)
- Fire Charm (pg89)
- Fixing Services (Sed) (pg128, 142-143, 153)
- Flower Seed (*Animal Adoring Rona 3*)
- Freedom Armband (pg134)
- Fuzzy Seed (pg154)
- Gaia Breaker, Gaia Ring (pg135)
- Gambler (Lowtown) (pg98; *complete quest on the same page*)
- General's Pain (pg92)
- Gigantes Brooch (pg121)
- Golden Gauntlet (pg145)
- Gravity Rave, Gravity Ring (pg175)
- Hammer Ring (pg89)
- Happy Flower (pg139; *See Khent Legacy*)
- Hawk Eye (pg19)
- Heaven's Branch (pg184)
- Herbalist's Badge (pg117)
- High Wind Amulet (pg135)
- Holy Guard (pg116)
- Holy Knight Charm (pg16)
- Ice Water Amulet (pg128)
- Inferno Horn (pg181)
- Innocence Baton, Innocence Ring (pg98)
- Invisible Chests
- 166
 - 167



- 168
- (x3) 169
- (x2) 172
- (x3) 173

Jasper of Loneliness (*pg188*)

Kelonga Crown (*pg163*)

Kelolon Badge (*pg135*)

Kelolon Ring (*pg44*)

Kelolon Statue Hunting Guide (*Pg68*)

Kelolon Village Tournament (*pg161-163*)

Kelolon Village Torch Lighting (*pg166*)

Khent Legacy (*pg129, 133, 136, 139*)

Knight's Code (*pg23*)

Knight's Earring (*pg86*)

Large Balloon (*see Kelolon Ring; complete quest on the same page*)

Larger Mirror Jewel (*pg73*)

Letter to Mom (*pg120; see Message Delivery 3*)

Light Lens (*pg33*)

Life Brooch (*See Crystal Fragments*)

Lion Heart (*pg70*)

Lord's Earrings (*pg181*)

Lucent Dragon Discus, Lucent Dragon Ring (*pg149*)

Lucky Clover (*pg58*)

Magic Analysis Book (*pg146*)

Magic Capsules (*pg128, 139,*)

Magic Gauges (*pg128, 155; Can be placed in any order*)

- Ipsilon Mountains (143)
- The Black Cave (143)
- Ice Canyon (144)
- Great Ancient Ruins (146)

Magic Powered Locator LV1 (*pg66*)

Magic Powered Locator LV2 (*pg146*)

Magic Powered Locator LV3 (*pg164*)

Magic Research Report (*pg65*)

Magic Rifle of Aneira, Aneira Ring

Magical Lock Key (*pg167*)

- 138
- 145
- 188

Mana Earrings (*pg43*)

Master Earrings (*pg166*)

Master Sword, Master Ring (*pg143*)

Meal Ration (*pg120*)

Medusa's Head (*pg66*)

Message Delivery 1 (Experimental Staff) (*pg89; complete quest on the same page*)

Message Delivery 2 (*Gohtza, Low Town*) (*pg97, 99*)

Message Delivery 3 (*Gohtza Refugee Camp*) (*pg120, 122*)

Message Delivery 4 (*Uhra/Great Gate*) (*pg133*)

Mimint Ear (*pg43*)

Ming's Harp (*pg159*)

Missing Father (*pg134*)

Missing Person Poster (*See Missing Father*)

Missing Pirates (*pg164; can be searched in any order*)

- (3) 164
- (2) 166
- (1) 167

Model of Gondola (*see Kelolon Ring; complete quest on the same page*)

Moneys *pg145; (See Money-Money)*

Name Plate (*pg10, see Sad Martha*)

New Backyard Journal (*pg190*)

Ninn's Boutique (*pg41*)



Novice Earring (pg26)
Numara Atoll Experience faming (pg71)
Obsidian Spirit Band (pg99)
Ochre Earth Amulet (pg169)
Ogre Bangle (pg153)
Orichalcum (pg187; see *Blacksmith Lau*)
Pirate Fortress

Pipot

Construction Base (pg29)
Numara (pg48)
Tosca Village (pg67)
Saman (pg82)
Gohtza Refugee Camp (pg121)
Uhra (pg133)
White Boa (pg158)
Pirate Fortress (pg164)
Pipot Collar (pg164)
Pixie Flower (pg83)
Phoenix Discus, Phoenix Ring (pg190)
Platinum Gauntlet (pg20)
Poem Fragment A (pg73)
Poem Fragment B (pg73)
Poem Fragment C (pg74)
Poem Fragment D (pg75)
Power Bangle (pg84)
Precious Petal (pg60)
Prickly Seed (pg121)
Puffy Seed (pg158)
Quad-Element Amulet (pg161)
Quad Element Charm (pg144)
Quad-Element Seal (pg195)
Red-Copper Band (pg75)
Red Snake, Snake Ring (pg90)
Repairing Magic Engines (pg142-143)
Rough Seed (pg155)
Royal Emblem (pg127)
Royal Knight's Emblem (pg153)
Royal Knight Sword, Royal Knight Ring (pg109)
Royal Seals 1-9 (*can be completed in any order, except the last Seal in the Amphitheater*)

- 109
- 127
- 137
- 143
- 144
- 145
- 153
- 161
- 171

Riordan the Merchant (pg84, 9)
Sacred Torch, Sacred Ring (pg122; See *Don Laploss*)
Sad Martha (pg16)
Sage Earrings (pg183)
Sage's Protection (pg33)
Sarah's Notebook (pg151)
Scroll of Balance (pg112)
Scroll of Dissection (pg80)
Scroll of Secret Skills (pg137)
Seal Blocker (pg70)
Search Glasses (pg25)
Secret Cave (pg137)
Secret Ledger (pg84; see *Riordan the Merchant*)



Secret Optional/Bosses

Trooky Queen (pg149)
Elmon Leader (pg95)
Money-Money (pg149-150)
Persona (pg151)
Holy Beast (pg175)
Cave Worm (pg174)
Blue Dragon (pg160)
King Kelolon (pg163)
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CREDITS

- Thanks to S of IGN for giving the chance to cover this great game.
- To my friends and family for their support
- To you for picking up this guide and using it.

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